Adventure A10
Gebrauchsanweisung

Adventure A10
Operating Instructions

Adventure A10
Instructions d'utilisation

Adventure A10
Istruzioni per l'uso

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GB/US

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ADVENTURE

Neu!
New!
Noveau!
Nuovo!

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Auflage
Edition
Edition
Edizione

Contents

Overview of the most important elements 4
Important safety instructions - must be observed 5
Dimensions of **adventure** 6

1 Standard delivery schedule
1.1 Optional parts 8
1.2 Technical data 9
1.3 General information regarding the batteries used 11

2 Individual functions on the adventure
2.1 Removing batteries 12
2.2 Installing batteries 13
2.3 Removing powered wheels 14
2.4 Fitting powered wheels 15
2.5 Removing steering wheels 17
2.6 Fitting steering wheels 17
2.7 Removing leg supports 18
2.8 Fitting leg supports 19
2.9 Folding up leg supports 20
2.10 Connecting or disconnecting the control unit 20
2.11 Battery charging 21
2.12 Replacing the bulb in the front light 22
2.13 Replacing the bulb in the indicator light 22
2.14 Replacing the bulb in the rear light 23
2.15 Replacing the fuse in the battery 24
2.16 Replacing the fuse in the chassis 24
2.17 Instructions regarding the interface on the chassis 25
2.18 Folding the seat down or removing it completely (function and standard seats 26
2.19 Fitting the seat unit (function and standard seats) 27

2.20 Swivelling or removing the armrest
2.20.1 - on the function seat 28
2.20.2 - on the standard seat 28

2.21 Fitting the armrest
2.21.1 - on the function seat 29
2.21.2 - on the standard seat 30

2.22 Removing the backrest
2.22.1 - on the function seat 30
2.22.2 - on the standard seat 31

2.23 Fitting the backrest
2.23.1 - on the function seat 32
2.23.2 - on the standard seat 32

2.24 Folding down the backrest (only for function seat) 33
2.25 Removing the backrest cushion (only for function seat) comfort and standard cushions 33
2.26 Fitting the backrest cushion (only for function seat) comfort and standard cushions 34
2.27 Removing the seat cushion (only for function seat) comfort and standard cushions 35
2.28 Fitting the seat cushion (only for function seat) comfort and standard cushions 35
2.29 Removing the control unit 36
2.30 Fitting the control unit 37

3 Driving

3.1	Electrical / manual operation	38
3.2	Pelvic strap	39
3.3	Getting in and out	40
3.3.1	Function seat	40
3.3.2	Standard seat	41
3.4	Footrest information	41

4 Starting up

4.1	Individual elements of the control unit (overview)	42
4.2	On / Off button	42
4.3	Indicators on the display when switching on	42
4.4	Menu setting	43
4.5	Speed pre-selection	43
4.6	Drive away lock	44
4.6.1	Activating the drive away lock	44
4.6.2	Deactivating the drive away lock	44
4.7	Lighting	44
4.8	Horn	44
4.9	Modes of operation	45
4.9.1	Factory settings	45
4.9.2	Selection of the desired driving mode	46
4.10	Direction indicators and hazard warning lights	47
4.11	Fault indications on the display	47
4.12	Joystick steering	56

5 Instructions for driving

5.1	Driver safety	60
5.2	First driving tests	60
5.3	Instructions for driving the **adventure**	60
5.4	Dangerous ground	62
5.5	Range	63
5.6	Intended use	64
5.7	Storage, transport, shipping	65
5.7.1	Storage	65
5.7.2	Transport	65
5.7.3	Shipping	65

6 Care and maintenance

6.1	Cleaning	66
6.2	Maintenance	66

7 Service life guarantee and liability

7.1	Service life guarantee	67
7.2	Liability	67

8 Index 68

Overview of the most important components

Please open out the overview diagram in the appendix

1 Battery unlocking device
2 Battery
3 Cap
4 Contact housing
5 Battery holding rod
6 Support bracket
7 Tilt support
8 Ejector
9 Powered wheel
10 Powered wheel receiver
11 Wheel marking
12 Wheel receiver marking
13 Steering wheel lock
14 Steering wheel
15 Steering wheel holder
16 Leg support lock
17 Leg support
18 Leg support holder
19 Leg support guideway
20 Control unit connection socket
21 Control unit connection plug
22 Charging socket cover
23 Charger plug
24 Charging socket
25 Battery fuse
26 Fuse compartment protective cover
27 Interface protective cover
28 Seat securing rod
29 Seating unit holder
30 Chassis holder stay
31 Armrest lock
32 Armrest
33 Armrest receiver function seat
34 Armrest star grip
35 Armrest receiver standard seat
36 Backrest lock
37 Backrest stay
38 Backrest
39 Backrest star grip
40 Backrest locator
41 Backrest rollers
42 Guide rail
43 Backrest guide
44 Backrest cushion Velcro fastener
45 Backrest cushion
46 Backrest form
47 Seat cushion Velcro fastener
48 Seat cushion
49 Seat form
50 Control unit holder
51 Cable clips
52 Control unit locking device
53 Control unit
54 Control unit receiver
55 Control unit studs
56 Lever (brake activation)
57 Control unit display
58 On / Off button for **adventure**
59 Menu control
60 Speed pre-selection adjusting wheel
61 Drive away lock
62 Joystick
63 On / Off switch for lights
64 Horn
65 Operating modes button
66 Direction of movement button left
67 Direction of movement button right
68 State of charge display
69 Operating mode display
70 Magnetic key
71 Lap belt
72 Lap belt bracket
73 Footrest

Important safety instructions - must be observed!

For safety reasons, the **adventure** may only be operated by persons who:
– have been instructed in its proper handling
– are physically and mentally in a state to control the **adventure** with complete safety under all operating conditions.

The training for operating the device is included in the scope of delivery and takes place by appointment with your specialist dealer or one of the **alber** district managers. There is no additional charge made for this service.
If you do not feel confident in handling the device, then in Germany please contact our Service Center (telephone 0800-9096-250) or your specialist dealer.
Please also observe closely the maximum climbing performance quoted by us. Under no circumstances must this be exceeded.

The driving properties of the **adventure** may be affected by electromagnetic fields that are produced by mobile phones and other radiation equipment. The **adventure** itself can also cause interference to electromagnetic fields.

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If a mobile phone or similar device is to be used, the adventure should provisionally be switched off on safe ground. Also travel close to strong electric interference fields should be avoided.

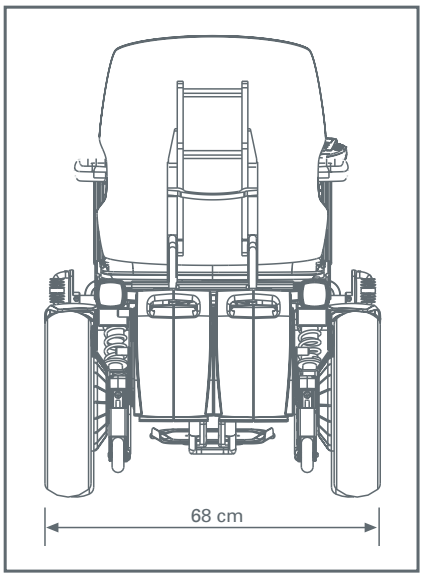
Intended use

The intended use of adventure is to provide indoor and outdoor mobility to persons restricted to a sitting position who are capable of operating a powered wheelchair.

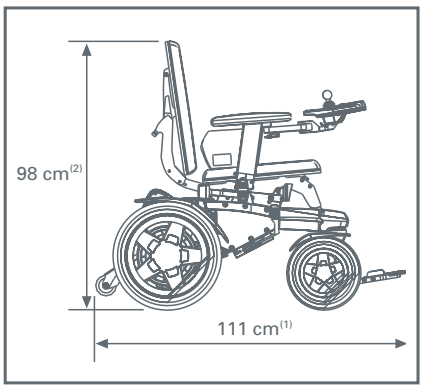
Disposal

This device, its battery pack and accessories are long-lasting products.
However, they may contain materials that prove to be hazardous for the environment if they are disposed of in places (e.g. landfills) that are not intended for this purpose according to the current applicable legislation in the respective country.
The symbol of the “crossed-out refuse bin“ (in accordance with WEEE Directive 2002/96/EC) is placed on this product to remind you of your obligation to recycle.
Therefore, please act in an environmentally-conscious manner and bring this product to your regional recycling centre at the end of its service life.
Please familiarise yourself with the applicable legislation in your country regarding disposal, because the WEEE Directive does not apply in all European States. For example, this product does not fall under the national implementation of WEEE in the Electrical and Electronic Equipment Act as means of transport.
These components are also alternatively taken back by **alber** or **alber** dealers for proper, environmentally sound disposal.

Dimensions of adventure



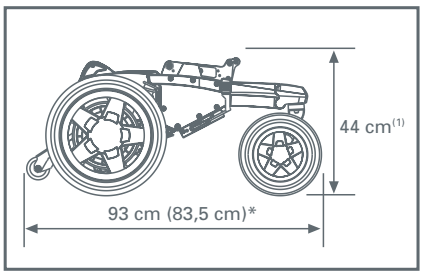
Overall width, ready for driving



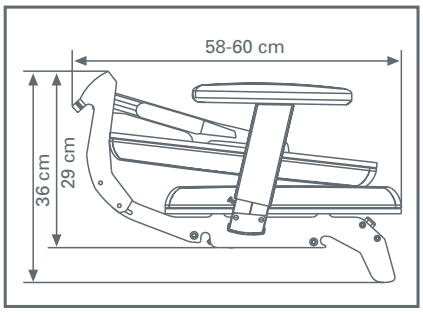
Overall length and height, ready for driving

1) Dependent on the leg support angle set

2) Dependent on the backrest height set

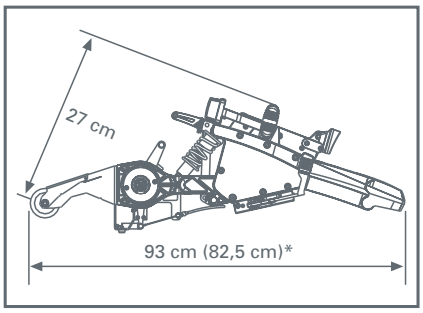


Chassis dimensions (without seating unit)
1) Upper edge of seat attachment

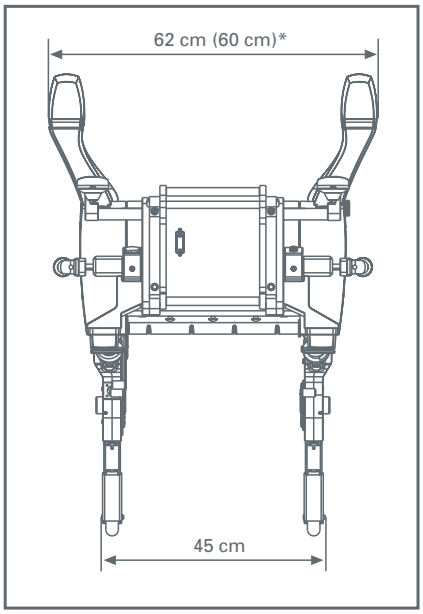


Packing volume: seating unit (dismantled)

* Measurements in brackets refer to **adventure** wheelchairs with short wheelbase. As from January 2008, these wheelchairs will be no longer available.



Packing volume: chassis (without wheels, with anti-tippers)



* Measurements in brackets refer to Adventure wheelchairs with short wheelbase. As from January 2008, these wheelchairs will be no longer available.

1 Standard delivery schedule

1.1 Optional parts

For details and availability of new accessories please see our **adventure** homepage **www.adventure-news.de**

- Adaptation for special backrests
- Attendant control
- Calf support
- Crutch holder
- Foam ball for joystick
- Footbelt
- Handrest extension
- Headrest
- Kerb climber
- Lap belt
- Lateral support
- Light and indicators
- Luggage bag
- Luggage rack
- Mechanical seat tilt
- Middle control
- Mudguards for the wheels
- Off-board charger
- Pelvic support
- Protection bumper for control unit
- Push handles
- Rear-view mirror
- Remote charger plug
- Remote on/off switch
- Seat height enhancement
- Snow chains
- Swivel arm for control unit
- T-handle for joystick
- Tie-down system for public transport
- Tray table

As from January 2008, the following optional features of the **adventure** wheelchairs will be no longer available:
- short wheelbase
- standard seat
- function seat with standard cushions.

Details and Information on these features contained in this User Manual refer exclusively to older versions of **adventure** wheelchairs that have already been in use.

1.2 Technical data

Version	6 km/h	10 km/h**	12 km/h	Remarks
Steering wheel size	75 / 70 – 6 (diameter 26 cm, width 7.5 cm)			Max. pressure: 3,5 BAR (50 PSI), recommended pressure 2,5 BAR (36 PSI)
Powered wheel size	90 / 70 – 10 (diameter 37 cm, width 10 cm)			
Maximum speed	6 km/h	10 km/h	12 km/h	
Braking system	Eddy current brake with energy recovery, electromagnetic elasticity brake (locking brake)			
Ground clearance		17 cm		
Turning circle	88 cm (64 cm without footrests)			
Climbing performance with 140 kg load				
long wheelbase	18 %	18 %	18 %	
short wheelbase	10 %	10 %	10 %	
Motor design	Brushless direct current motors, integrated into the wheel hub			
Drive design	2-step planetary transmission, maintenance free			
Wheel torque	50 Nm	40 Nm	40 Nm	Max. wheel torque
Motor nominal output	110 Watt	183 Watt	220 Watt	
Motor peak output	475 Watt	620 Watt	750 Watt	
Operating voltage		24 Volt		
Battery packs	Lead-gel, maintenance free, leak-proof, 24 Volt			Authorized for transportation by air freight by DOT and IATA
Automatic battery charger	6 amps charging current, with automatic switch-off and charge conservation			
Range (22 Ah) with one battery pack	Approx. 20 km	Operation not possible	Operation not possible	
Range (44 Ah) with two battery packs	Approx. 45 km*	Approx. 45 km*	Approx. 45 km*	
Max. additional load		140 kg		
Total weight (empty with standard seat)				
long wheelbase		96,7 kg		
short wheelbase		96,4 kg		
Max. obstacle height				
long wheelbase	Without kerb climber maximum of 8 cm, with kerb climber 12 cm		The kerb climber can be ordered as an accessory	
short wheelbase**	maximum 5 cm		Kerb climber cannot be fitted	

**as from January 2008 no longer available

Weight of individual components

Version	6 km/h	10 km/h**	12 km/h	Remarks
Battery pack		14,6 kg		
Powered wheel		11,2 kg		
Steering wheels with fork		2,3 kg		
Chassis		26,2 kg		
Seating unit		14,3 kg		
Charger		1,1 kg		
Total permitted weight		255 kg		

Dimensions

Total length ready to drive (with anti-tippers)		111 cm		Dependent on the leg support angle set
Total width ready to drive		68 cm		
Power base (without seat) long wheelbase		93 cm		Measured with tilt supports and front wheels outside
short wheelbase		83,5 cm		
Packing volume seating unit (H x W x D)	36 cm x 50 cm x 60 cm			Dismantled, measured with standard seat, seat width 44 cm
Packing volume chassis (H x W x D)				Without front and rear wheels, with anti-tippers
long wheelbase		27 cm x 62 cm x 93 cm		
short wheelbase		30 cm x 60 cm x 82,5 cm		
Operating temperature	Ambient temperature range (approx. –25 °C / +50 °C)			
Manufacturer's guarantee	2 years on complete vehicle (except wearing parts), batteries 12 months			

* The range varies depending on the terrain being travelled on and the prevailing driving conditions. Under optimum driving conditions (even terrain, freshly charged batteries, ambient temperature of 20 °C, even driving speed, etc.) the quoted ranges can be attained.

** Not available in the USA.

CE

The **adventure** complies with the EU regulation for medical products 93/42/EWG, and 89/366/EWG electromagnetic compatibility.

Changes in technology and design due to constant further development excepted.

Battery charger

For more details and technical information please refer to the instructions enclosed with the charger.

1.3 General information regarding the batteries used

The batteries in your **adventure** are maintenance free and rechargeable. Their useful service life depends strongly on the charging / discharging cycles. Through careful recharging you increase the useful life of the batteries. The electronics built into the **adventure** constantly monitor the state of charge of the batteries and prevent complete discharging, if properly observed.

– Avoid discharging the batteries completely. Recharge the batteries of your **adventure** after every partial discharge, i.e. after each use.

– Lead batteries are subject to self-discharge. Consequently, the batteries of the **adventure** should, whenever possible, always be connected to the **alber** mains charger. Due to charging automation, which switches to charge conservation once the batteries are fully charged, it is impossible to overcharge them.

– If lead batteries are stored over a longer period of time (without being recharged), then they are subject to loss of capacity. However, after several charge / discharge cycles the full capacity is restored again.

– If improperly handled, batteries may lose electrolytic fluid. This can cause injury to the skin and damage to clothing.

– If skin or eyes should come into contact with the electrolyte it is vital to rinse immediately with pure water and to promptly consult a doctor.

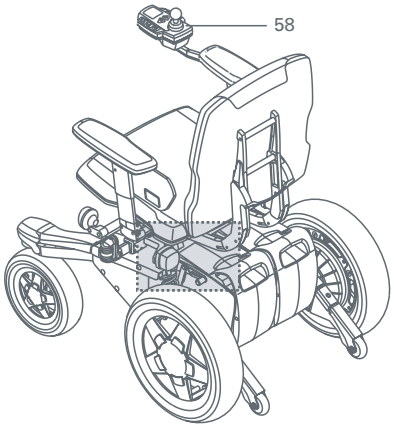
– Never subject the battery to fire or try to burn it. This could cause the battery to explode.

– Do not short-circuit the battery out. A short-circuit results in very large currents which could damage the battery or the **adventure**. At the end of its useful service life the battery may be returned to **alber** or an **alber** specialist dealer for proper disposal.

The batteries in your adventure can be used and charged in any position desired. They are classified as being as safe as dry cells and are authorized for transportation by air freight by DOT and IATA.

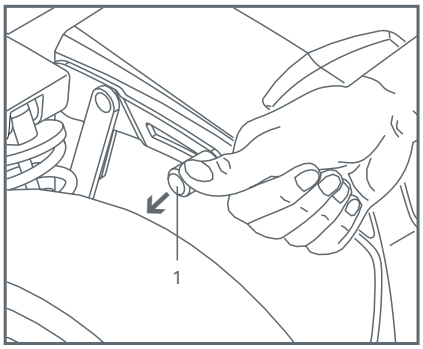
2 Individual functions on the adventure

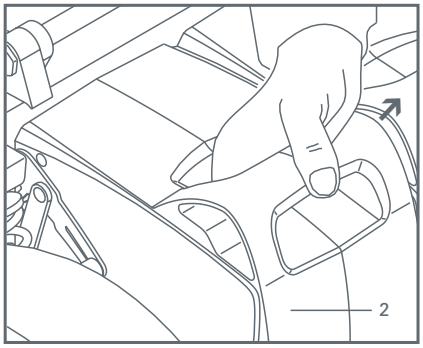
Your **adventure** is a compactly constructed vehicle. Individual and service functions may be carried out with a few hand movements and largely without the use of any tools.
Certain of the control elements shown in the following diagrams may deviate from those of your **adventure** as they are provided for left-handed or right-handed persons and so some control elements are located on the opposite side.



2.1 Removing batteries

The following instructions apply for operation with one as well as with two batteries.



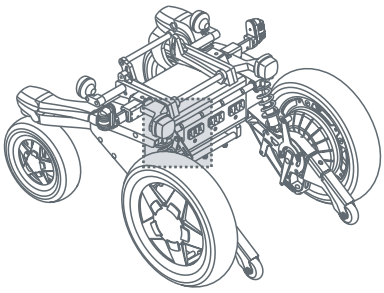


– Switch the **adventure** off by pressing the On / Off button [58] on the control unit (see chapter 4.2).

– Fold the seat forward (see chapter 2.18).

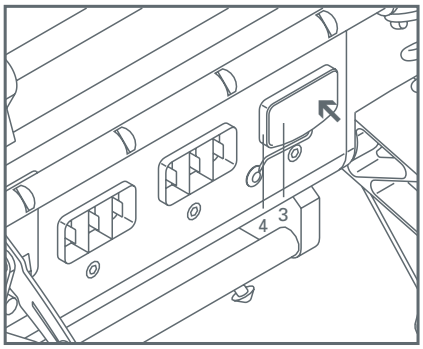
– Press the unlocking mechanism for the battery [1], located at the side, downwards.

– Remove the battery [2].



2.2 Installing batteries

The following instructions apply for operation with one as well as with two batteries.

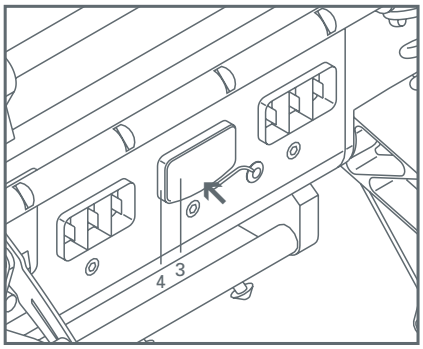


– Fold the seat forward (see chapter 2.18).

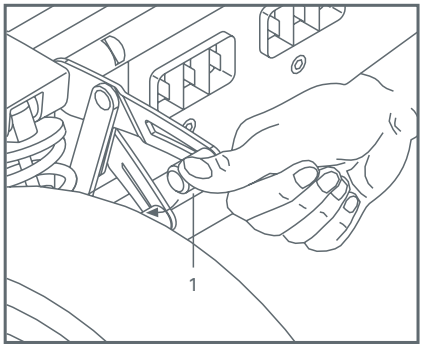
– Fit the cap [3] to the contact housing [4].

– **When operating with only one battery:** Place the cap [3] on the **right** contact housing [4].

– Place the battery in the middle of the **adventure**



– **When operating with two batteries**:
Place the cap [3] on the **centre** contact housing [4].

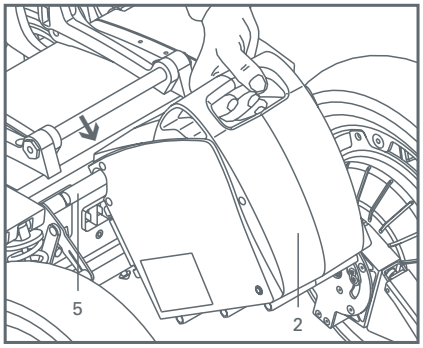


– Press the unlocking mechanism for the battery [1], located at the side, downwards.

– Place one battery [2] on the left, the other battery [2] to the right of the holding rod [5].

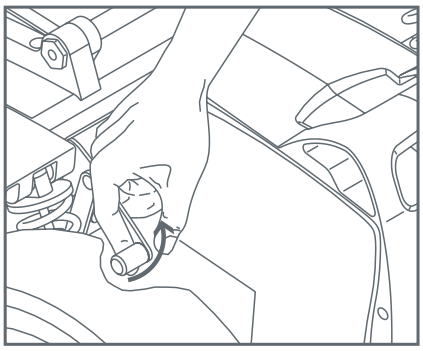
– Alternatively (operation with only one battery):
place the battery [2] in the middle of the holding rod [5].

– When properly positioned the batteries fall automatically into the contact housings. If this is not the case, then shift the batteries to the left or right on the holding rod [5].



– Pull the unlocking mechanism upwards [1].

– Switch the **adventure** on again by pressing the On / Off button [58] on the control unit.



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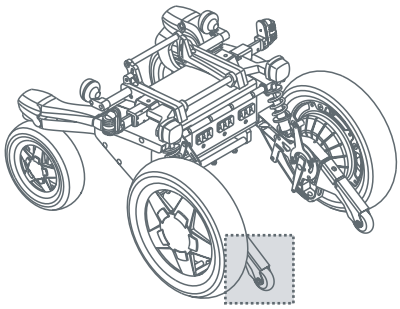
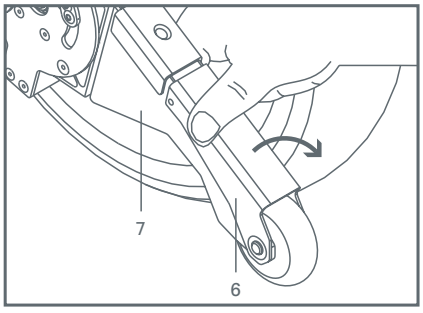
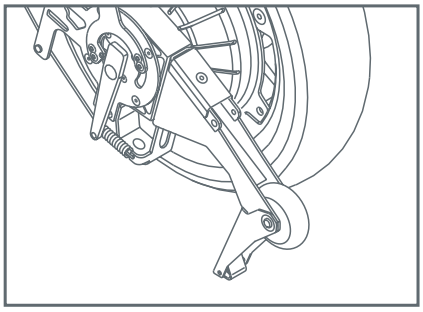
The cap prevents moisture entering the contact housing. Never use your adventure without having placed the cap in the correct position first.



2.3 Removing powered wheels





– Switch the **adventure** off by pressing the On / Off button [58] on the control unit.

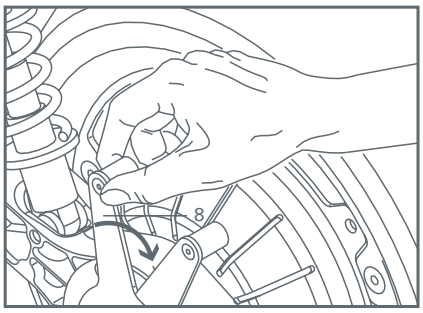
– Fold the support bracket [6] on both anti-tippers [7] downwards.

– Stand with one foot placed against the support bracket [6] on the right-hand side (to prevent sliding).

– Take the wheel in both hands and pull the **adventure** simultaneously back and upwards.

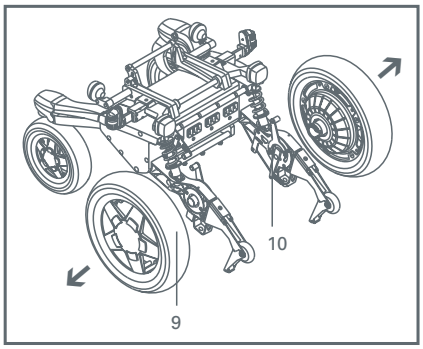
– The right-hand side of the chassis now rests on the support bracket [6], the wheel is free.

– Repeat the process on the left-hand side.



– With one hand pull the ejector [8] back and simultaneously with the other hand lift the wheel up slightly by its rim. The powered wheels [9] can now be pressed out of their receivers [10].

– Pull the wheels [9] completely off the receivers [10] and set them aside.



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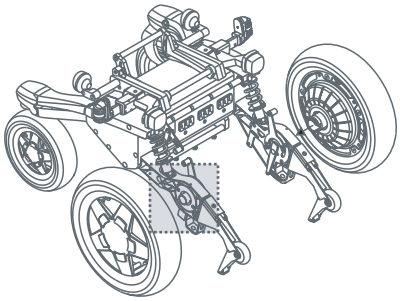
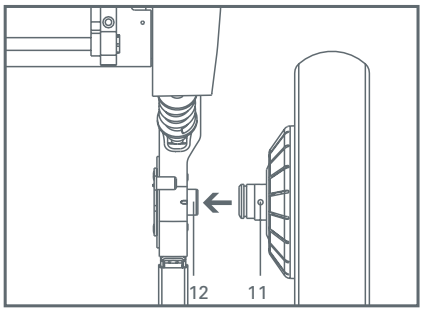
Never lay the wheels down on their stub axles.
When removed from the vehicle, the wheels must never be cleaned with water as moisture may get into the electronics through the axle.

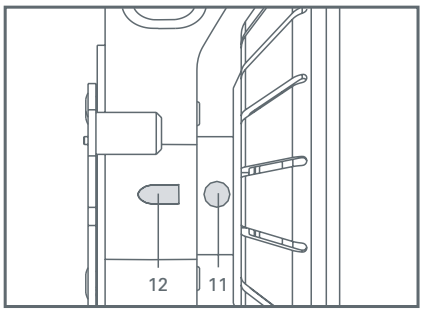


2.4 Fitting powered wheels



– Make sure that the brake lever is next to the chassis (see chapter 3.1), otherwise the wheels cannot be fitted.

– If not already done, place the **adventure** up on both its support brackets [6] (see chapter 2.3).

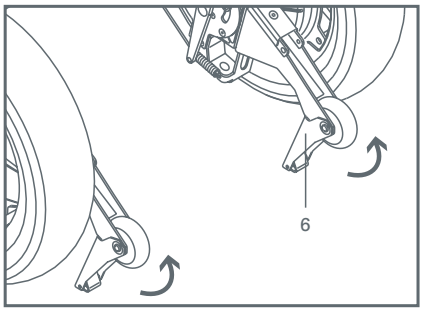


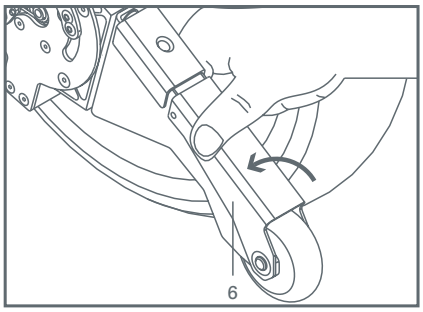
– Adjust the marking on the wheel [11] to correspond to the marking on the wheel receiver [12].

– Push the wheels [9[fully into the wheel receivers [10].

– Fold the support brackets [6] back in.

– Make sure that the support brackets [6] are securely folded away.





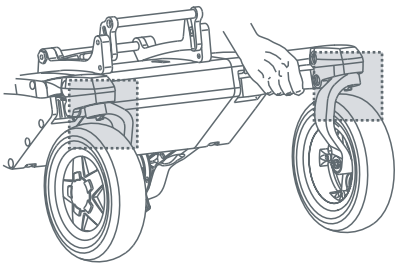
!

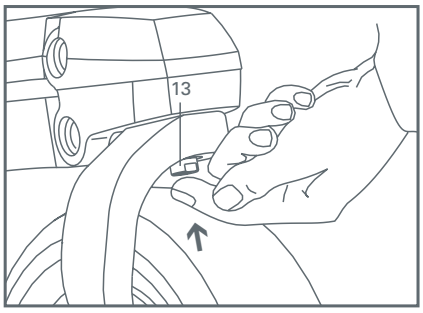
If the powered wheels [9] should not be completely engaged in the wheel receivers [10], you will get an optical warning message on the display of the control unit. An audible warning signal will also be issued.

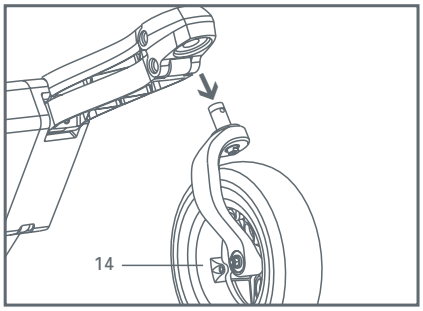
!

Prior to fitting the wheels always check their stub axles and the wheel receivers on the chassis for signs of dirt. Dirty stub axles may cause jamming during the fitting process.

2.5 Removing steering wheels







– Position the wheels in the direction of travel.

– Lift the **adventure** up on the side where you wish to remove the wheel.

– With the other hand press the locking device [13] located under the wheel fork.

– Keeping the lock [13] pressed, pull the steering wheel [14] downwards out of its holder.

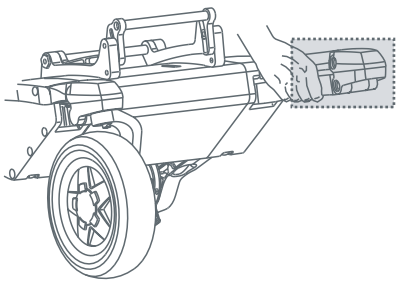
– Place the steering wheel [14] aside.

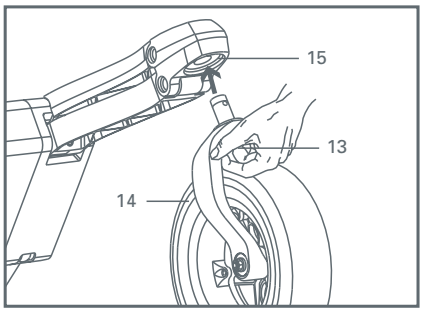
– Repeat the above steps on the other side.

!

Always ensure that the wheel stub axles are not damaged during the removal process.

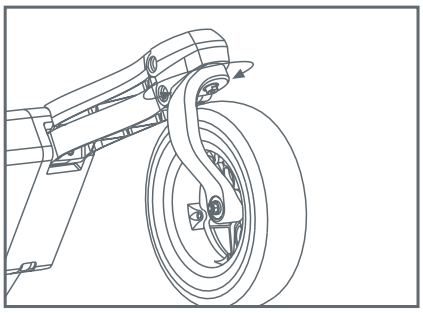
2.6 Fitting steering wheels





– Lift the **adventure** up on the side where you wish to fit the wheel.

– Take the steering wheel [14] into the other hand, press the locking device [13] and guide the wheel shaft into the holder [15].



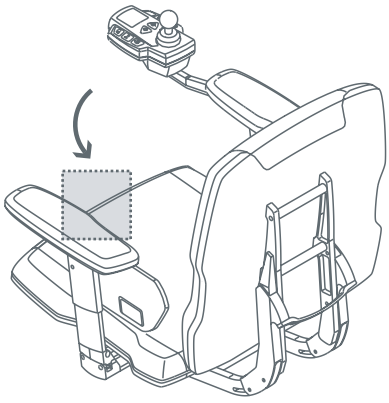
– Make sure, by turning the steering wheel [14] a number of times, that it is securely located in the holder [15] and will not fall out by itself.

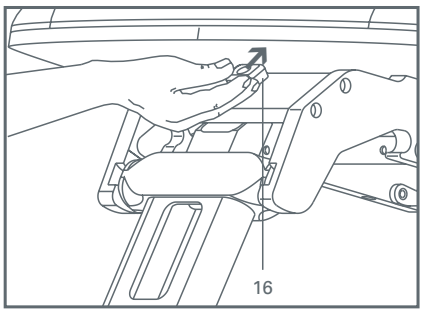
– Repeat the above steps on the other side.

!

Prior to fitting the wheels always check their stub axles and the wheel receivers on the chassis for signs of dirt. Dirty stub axles may cause jamming during the fitting process.

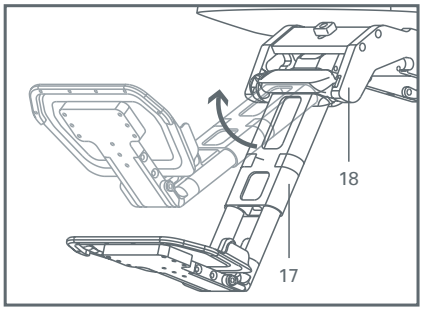
2.7 Removing leg support



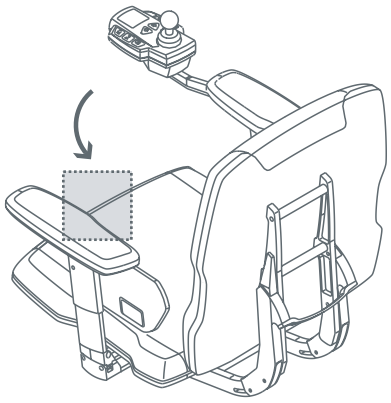


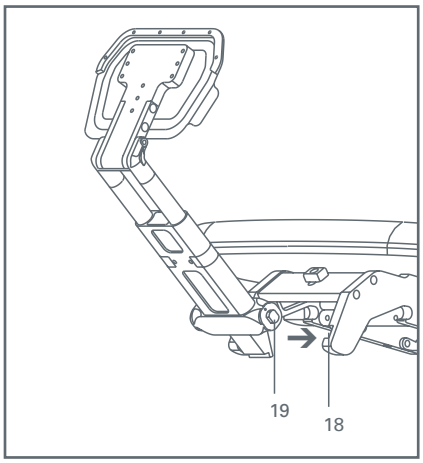
– Press the locking device [16] upwards and simultaneously swivel the leg support [17] upwards about 90 degrees.

– Pull the leg support [17] out of the holder [18].



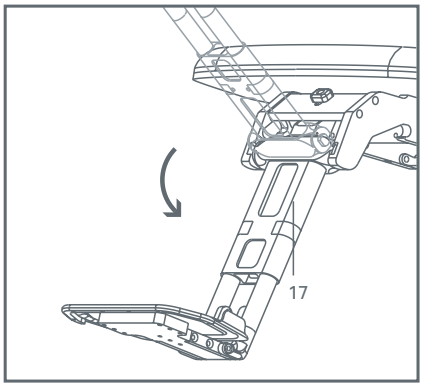
2.8 Fitting leg supports

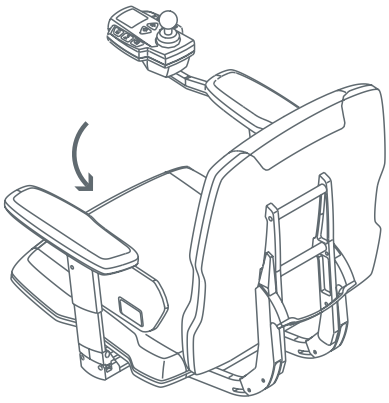




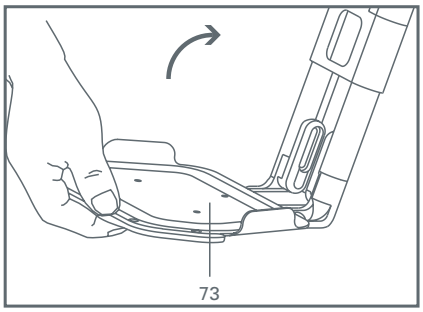
– Push the leg support guideway [19] into the holder [18]

– Fold the leg support [17] downwards; the locking device engages automatically.

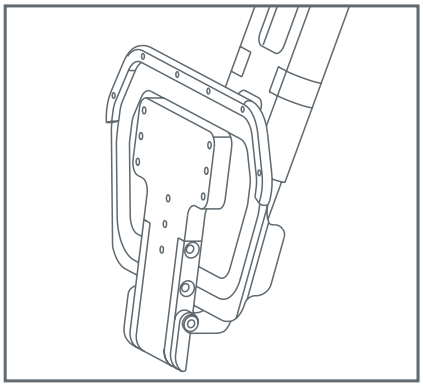


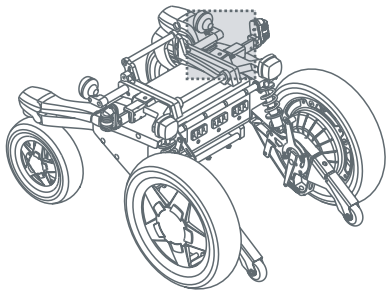


2.9 Folding up footrests



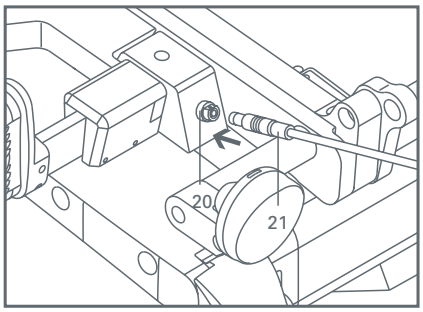
– The front part of the leg supports [73] can be folded up, if required, as shown in the diagram.





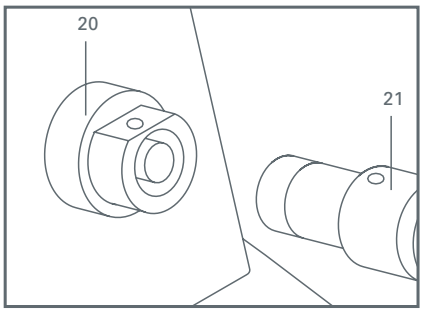
2.10 Connecting or disconnecting the control unit

Depending on the **adventure** model, the control unit connection socket [20] is located either on the left-hand or right-hand front side underneath the seat.



– Carefully insert the plug [21] from the control unit into the connection socket [20] on the **adventure**.

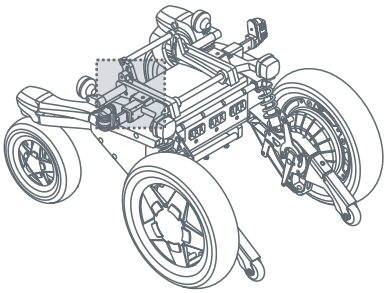
– The connection to the control unit is established automatically.



– If you wish to disconnect the control unit from the **adventure**, you just need to gently pull the control unit plug [21] out of the connection socket [20].

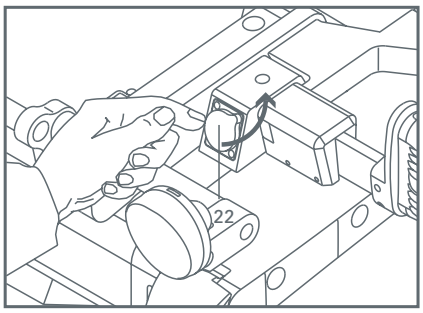
!

The markings on the connection socket [20] and on the plug [21] must be aligned.



2.11 Battery charging

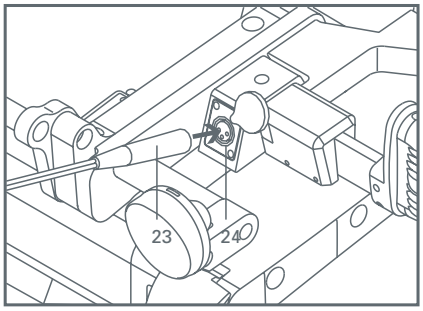
Depending on the **adventure** model, the charging socket is located either on the left-hand or right-hand front side underneath the seat.



– Push the cover [22] over the charging socket to the side.

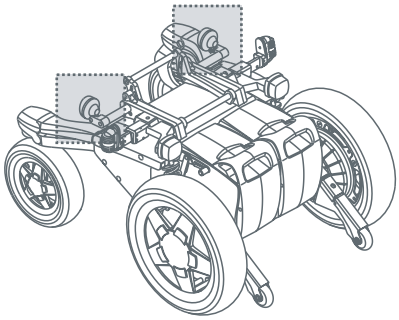
– Insert the plug [23] of the charger gently into the charging socket [24].

– Connect the charger to a mains power supply.

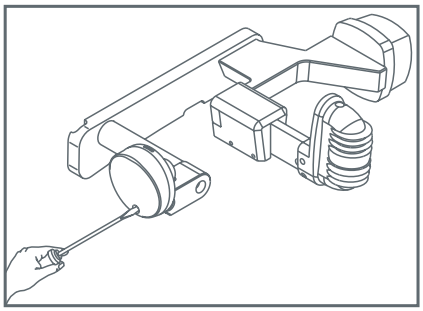


!

For more details and technical information please refer to the instructions enclosed with the charger.



2.12 Replacing the bulb in the front light

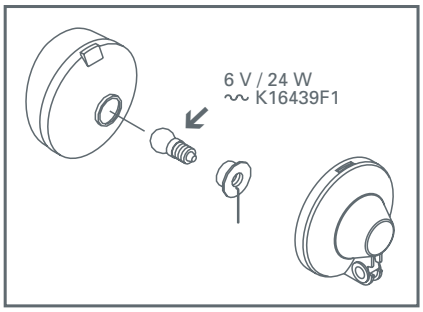


– Switch off the **adventure** at the control unit.

– Unscrew and remove the screw on the front of the housing.

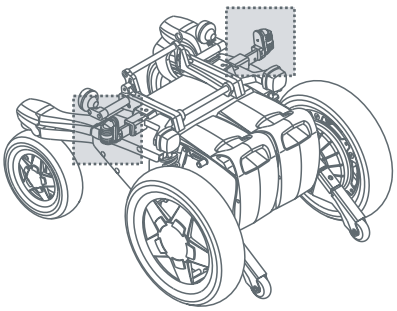
– Replace the defective bulb by a new one.

– Screw the two parts of the housing together again.

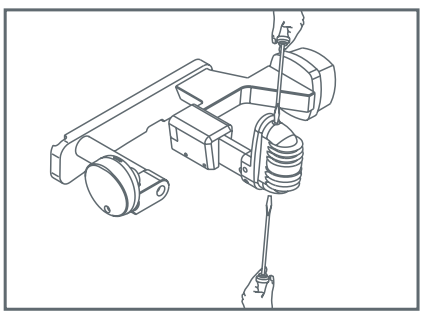


!

Make sure that no wires are jammed when the housing is assembled again.



2.13 Replacing the bulb in the direction indicator light

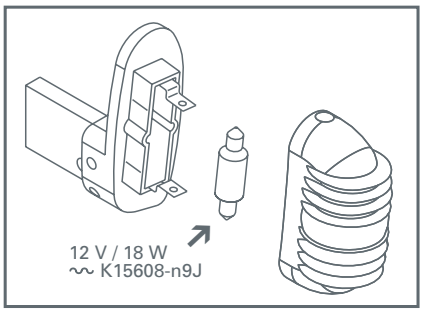


– Switch off the **adventure** at the control unit.

– Unscrew and remove the two screws on the upper and lower sides of the housing.

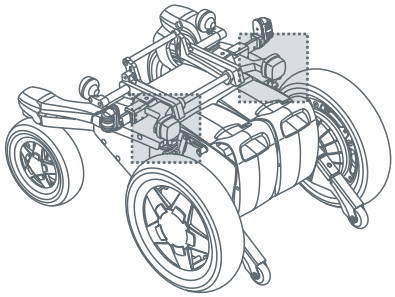
– Replace the defective bulb by a new one.

– Screw the housing back onto the holder.

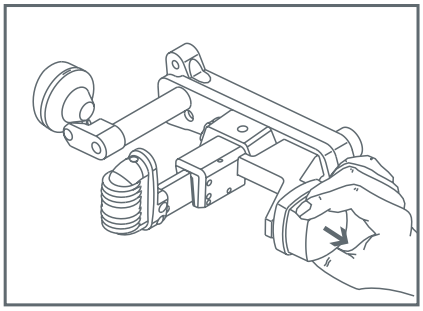


!

Make sure that no wires are jammed when the housing is assembled again.



2.14 Replacing the bulb in the rear light

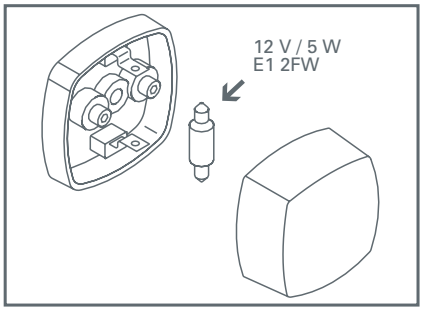


– Switch off the **adventure** at the control unit.

– Pull the two halves of the housing apart.

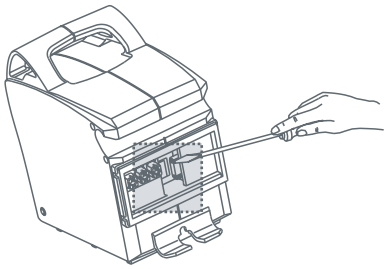
– Replace the defective bulb by a new one.

– Replace the red plastic housing back on the plastic holder.

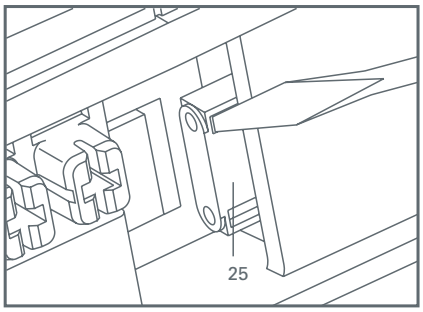


!

Make sure that no wires are jammed when the housing is assembled again.

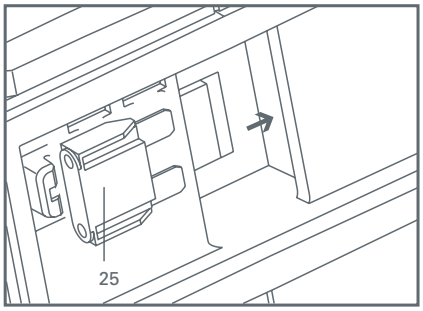


2.15 Replacing the fuse in the battery



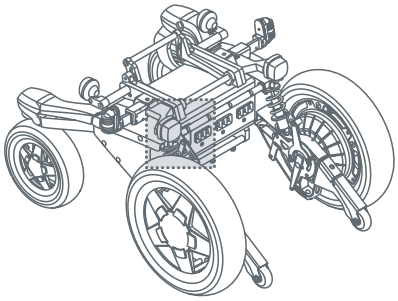
– Push the fuse [25], which is located at the front of the battery housing, out of the housing.

– Take a fuse [25] of the same type and insert it in place.

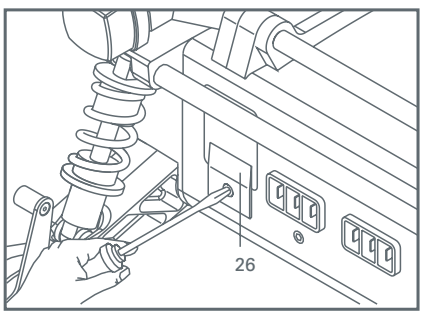


!

Never open the battery housing.
Should the fuse need replacing several times at short intervals, then please contact the alber Service Center.



2.16 Replacing the fuse in the chassis

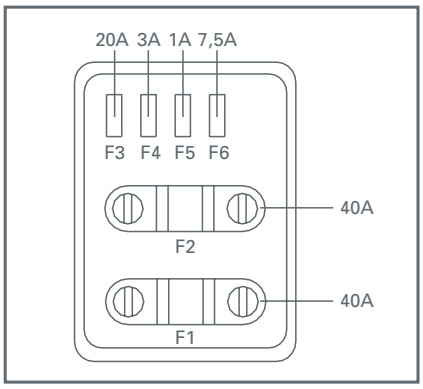


– If not already done, remove both batteries from the chassis (see chapter 2.1).

– Open the protective cover [26] on the back of the chassis with the aid of a screwdriver.

– Remove the defective fuse.

– Insert a new fuse of the same type.

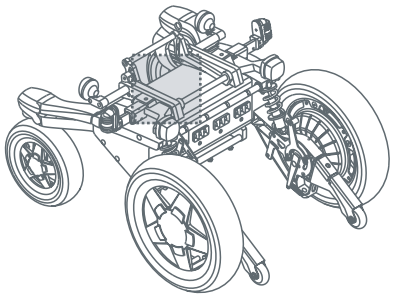


– Close the protective cover [26] and tighten the screw.

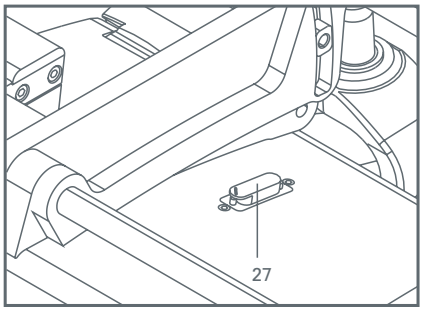
– Replace the batteries on the chassis (see the chapter „Replacing batteries“).

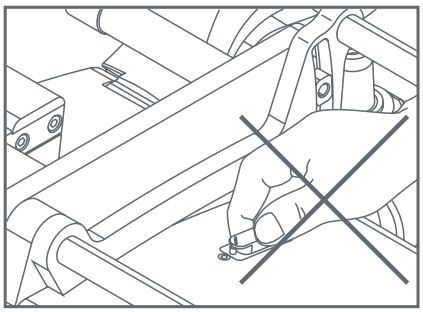
!

Always remove both batteries prior to changing the fuse. Should the fuse need replacing several times at short intervals, then please contact the alber Service Center.



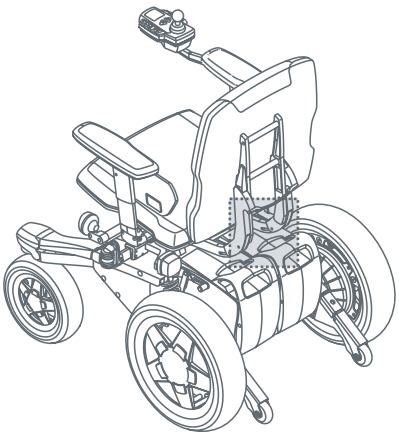
2.17 Instructions regarding the interface on the chassis



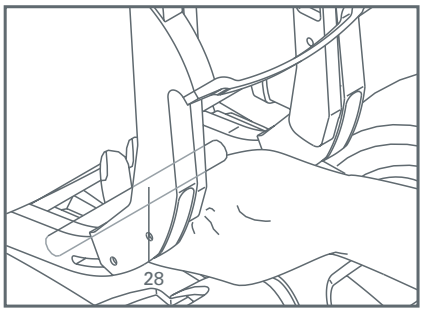


!

There is an interface located on the chassis of the adventure which can be used by your specialist dealer for medical accessories to attach various additional features, such as electrical seat adjustment, for example.
The protective cap [27] on the interface must not be removed, as damage may occur to the contacts located underneath it.



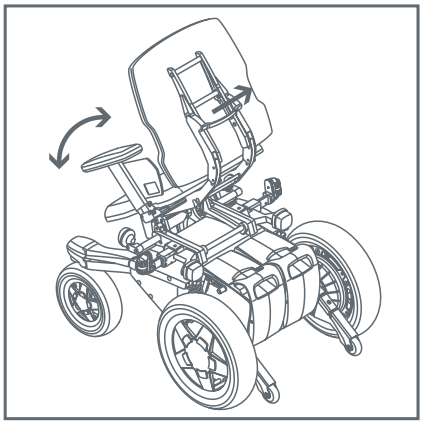
2.18 Folding the seat down or removing it completely (function and standard seats)



– Press the securing rod [28] on the frame, located above the batteries, upwards.

– Fold the entire seating unit forwards.

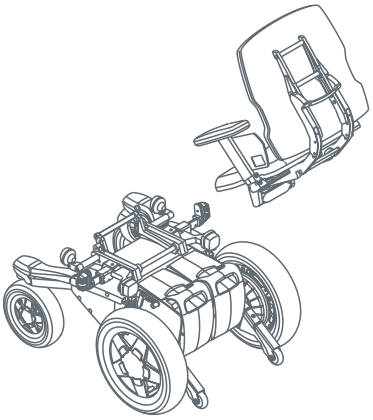
– If desired, the complete seating unit may now also be removed.

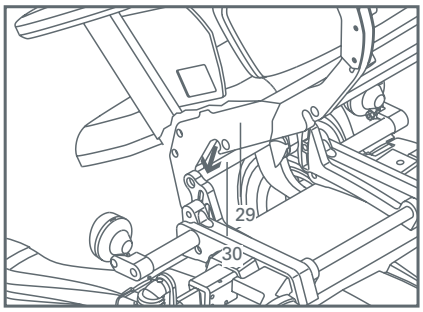


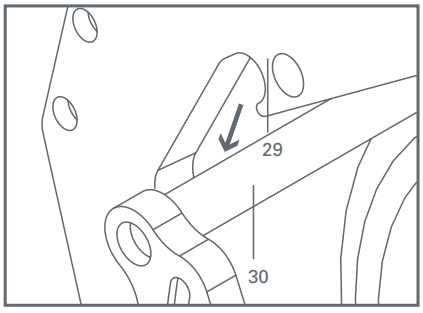
!

If the seating unit is to be removed completely, then the control unit connection plug [21] must be disconnected first (see also chapter 2.10).

2.19 Fitting the seating unit (function and standard seats)







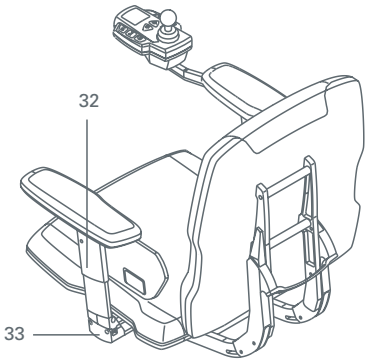
– Hold the seating unit above the chassis at an angle of about 45 degrees.

– Push the holder [29] on the seating unit into the chassis holder stay [30] on the chassis.

– Fold the entire seating unit downwards. This will cause it to automatically engage with the chassis.

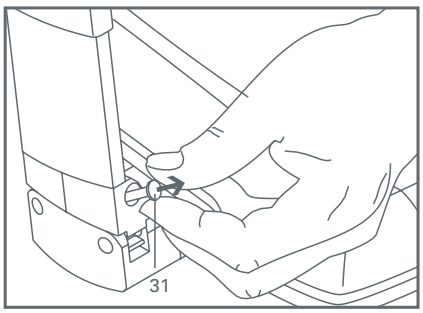
– Check that it is locked in place. It must not be possible to remove the seating unit from the chassis without it being unlocked first (see chapter 2.18).

– Reconnect the control unit (see chapter 2.10).



2.20 Swivelling or removing the armrest

2.20.1 Function seat

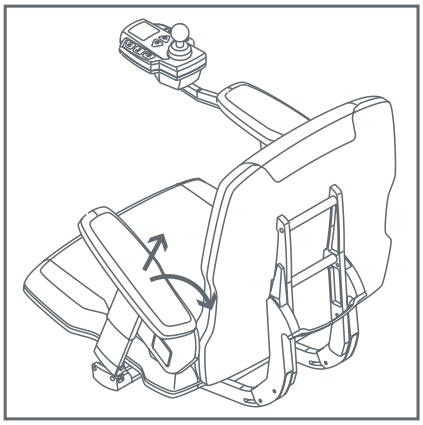


– Pull on the locking device [31] at the lower end of the armrest.

– Simultaneously tip the armrest [32] backwards.

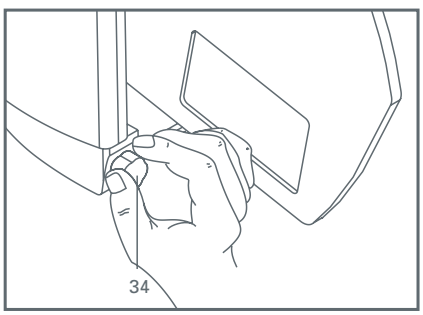
– The armrest can now stay (folded away) on the **adventure**, or it can be removed entirely.

– If the armrest is folded back into its initial position, it engages automatically in the receiver [33].



If the armrest [32] with the control unit is to be removed, then you must first disconnect the control unit connection plug [21] (see chapter 2.10).

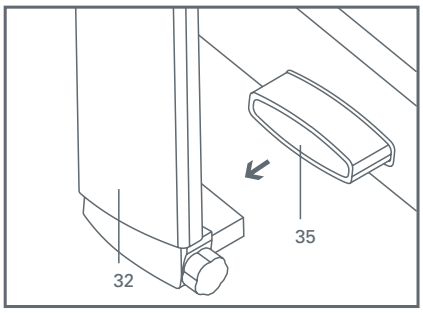
2.20.2 Standard seat



– The armrest on the standard seat cannot be swivelled but only removed.

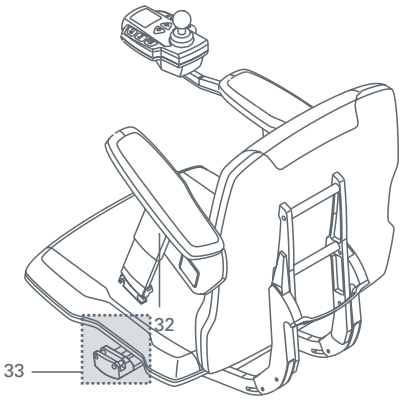
– Loosen the star grip [34] on the armrest [32].

– Pull the armrest [32] out of the receiver [35] and place it aside.



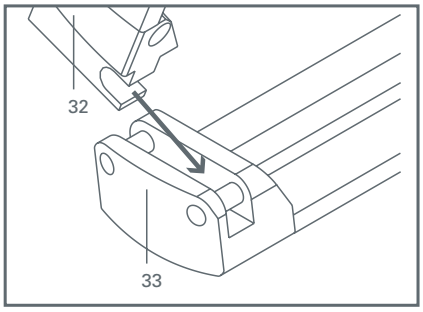
!

If the armrest [32] with the control unit is to be removed, then you must first disconnect the control unit connection plug [21] (see chapter 2.10).



2.21 Fitting the armrest

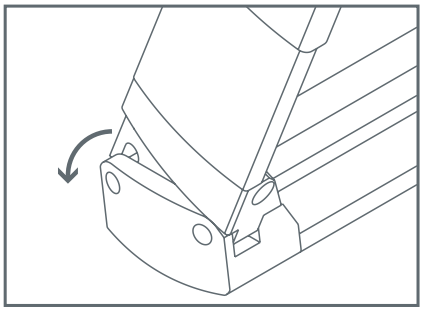
2.21.1 Function seat



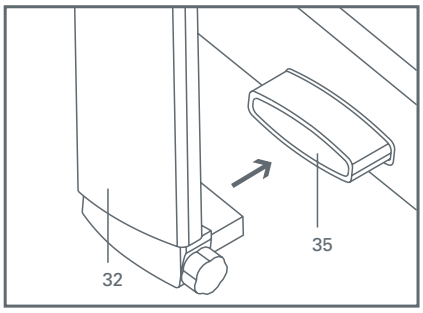
– Push the armrest [32] into its receiver [33].

– Tip the inserted armrest [32] forwards until it engages in the receiver [33].

– If required, reconnect the control unit (see chapter 2.10).



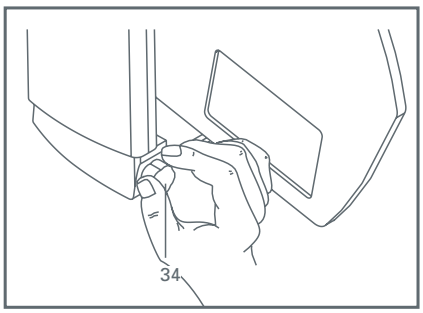
2.21.2 Standard seat



– Push the armrest [32] into its receiver [35].

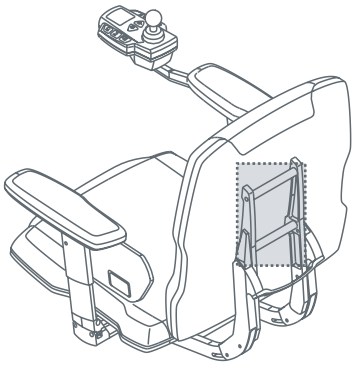
– Tighten the star grip [34] firmly.

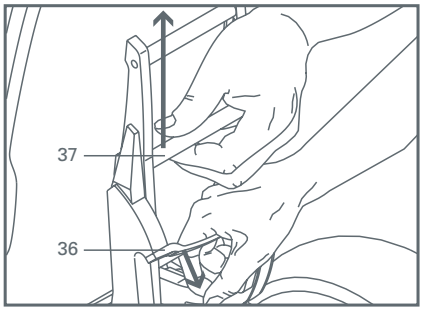
– If required, reconnect the control unit (see chapter 2.10).



2.22 Removing the backrest

2.22.1 Function seat

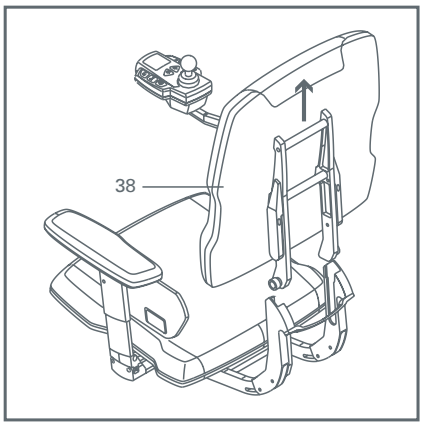




– Press the backrest locking lever [36] down with the one hand.

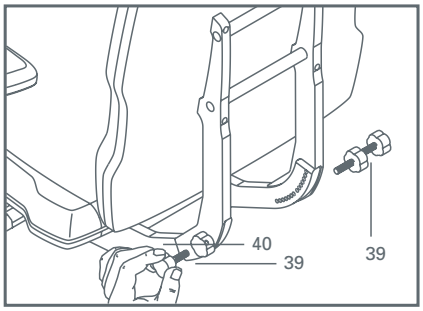
– Simultaneously with the other hand pull the entire backrest upwards by the stay [37].

– Place the backrest [38] aside.



!

Always make sure that the guide rollers are not dirty or damaged.



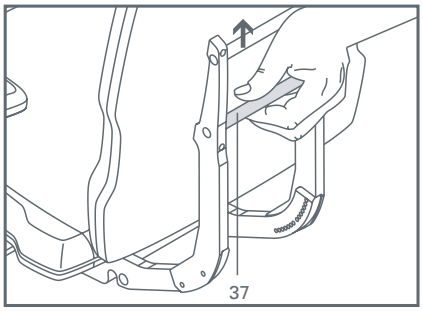
2.22.2 Standard seat

– Loosen and remove the four star grips [39].

– Pull the entire backrest [38] up by the stay [37].

– Place the backrest [38] aside.

– For safe keeping, screw the star grips [39] into the locator [40].

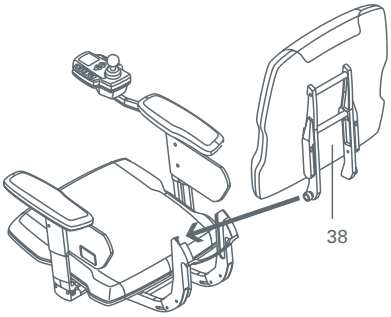


!

In removing the backrest, observe the position of the holes into which the star grips are screwed.
When the backrest is re-fitted, the star grips should be screwed into exactly the same holes as otherwise the position of the backrest will be different.

2.23 Fitting the backrest

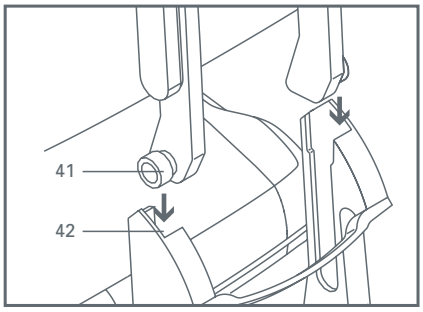
2.23.1 Function seat



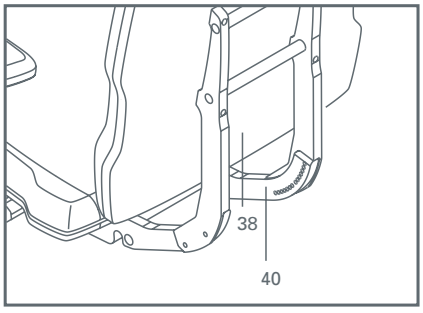
– Push the backrest rollers [41] into the guide rails [42].

– Allow the backrest [38] to slide completely into the guide rails [42].

– The backrest [38] engages automatically when it reaches its end position.

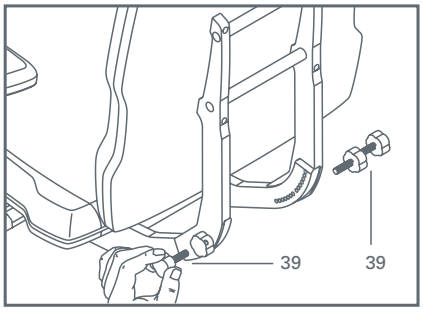


2.23.2 Standard seat



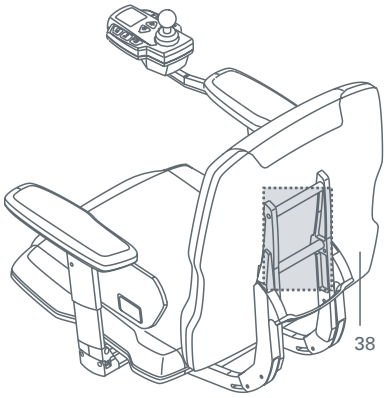
– Push the backrest [38] into the locator [40].

– Screw the backrest [38] to the locator [40] with the star grips [39].

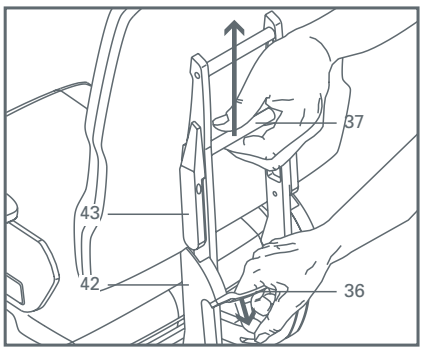


!

Screw the backrest back into the same position (watch for the holes) in which it was prior to being removed.



2.24 Folding down the backrest (only for function seat)

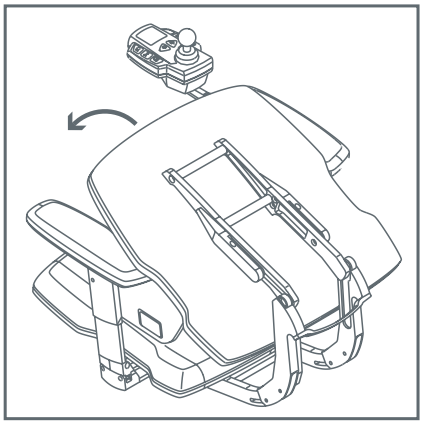


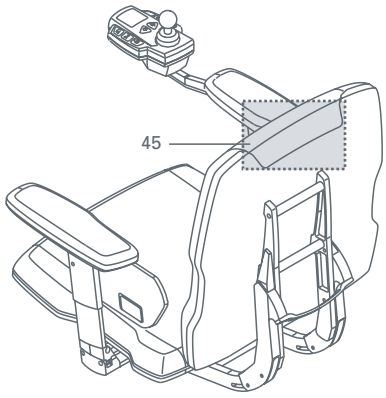
– Press the backrest locking lever [36] downwards with the one hand.

– Simultaneously with the other hand pull the entire backrest upwards by the stay [37] until the guide [43] extends beyond the guide rail [42].

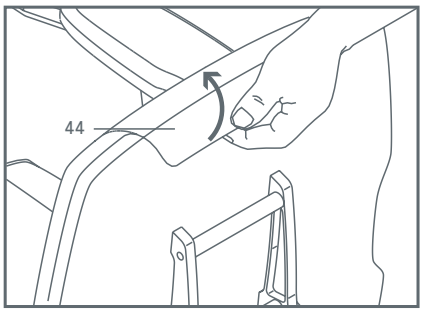
– Fold the backrest [38] over.

– In order to return the backrest [38] to its initial position push it back into the guide rail [42].
It will engage automatically.



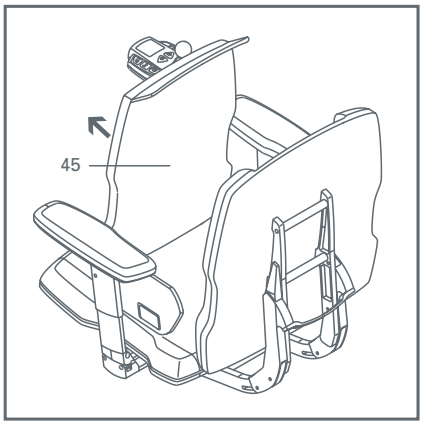


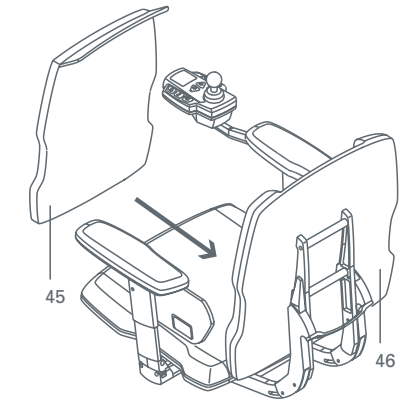
2.25 Removing the backrest cushion (only for function seat)



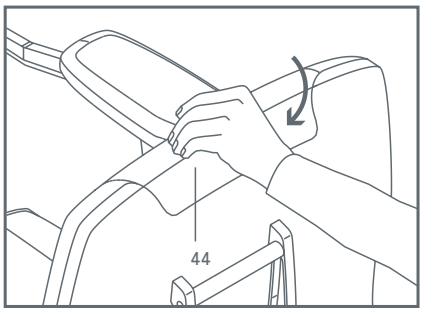
– Undo the Velcro fastener [44] situated at the top edge of the backrest cushion.

– Pull the backrest cushion [45] off.





2.26 Fitting the backrest cushion (only for function seat)

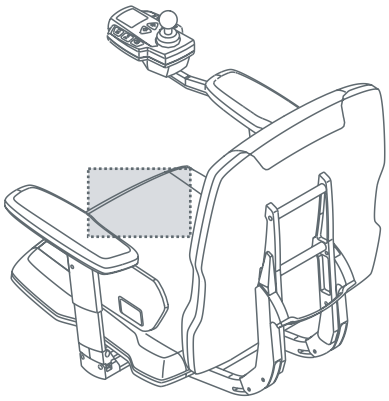


– Place the backrest cushion [45] properly oriented onto the backrest form [46].

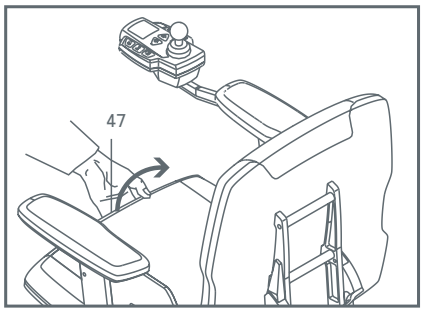
– Press the backrest cushion [45] against the backrest form [46], where it will be held by the Velcro fasteners.

– Pull the Velcro fastener [44] situated at the top edge of the backrest cushion over the top edge of the backrest form.

– Press the Velcro fastener [44] against the backrest form.

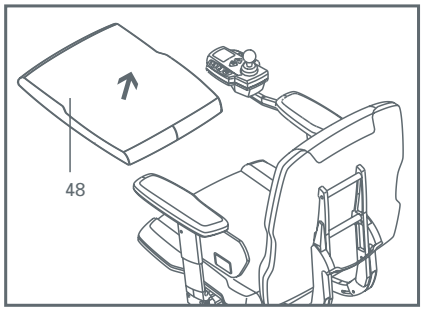


2.27 Removing the seat cushion (only for the function seat)

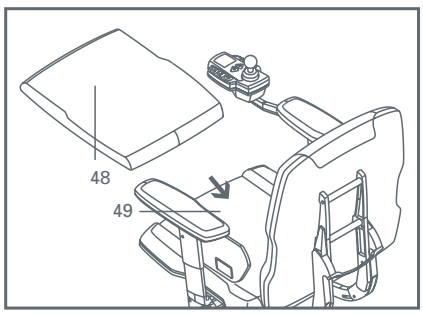


– Undo the Velcro fastener [47] situated at the front lower edge of the seat cushion.

– Pull the seat cushion [48] off.



2.28 Fitting the seat cushion (only for the function seat)

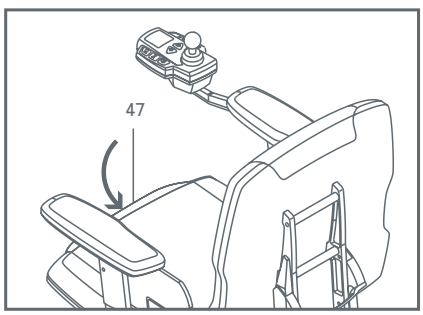


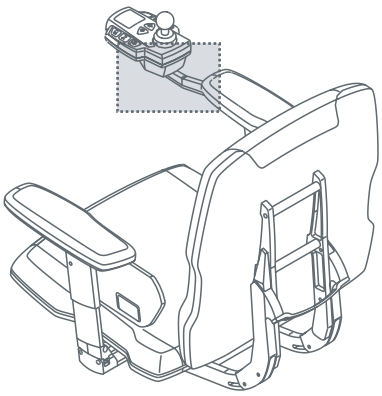
– Place the seat cushion [48] properly oriented onto the seat form [49].

– Press the seat cushion [48] against the seat form [49], where it will be held by the Velcro fasteners.

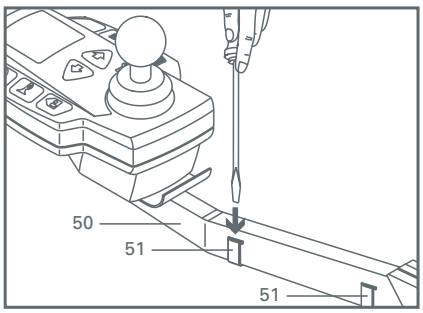
– Pull the Velcro fastener [47] situated at the front edge of the seat cushion over the front edge of the seat form.

– Press the Velcro fastener [47] against the lower side of the seat form.



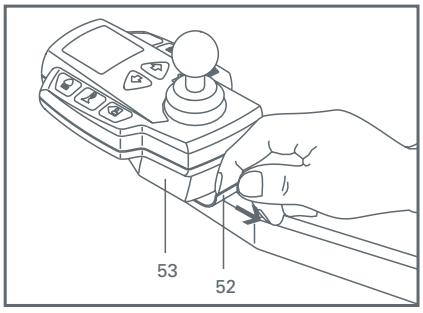


2.29 Removing the control unit



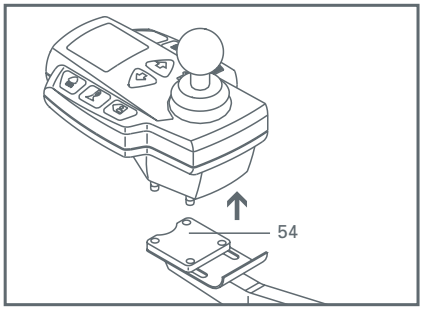
– If not already done, first pull the control unit plug out of the connection socket on the chassis (see chapter 2.10).

– Undo and remove the two clips [51] situated at the sides of the holder [50].
The cable to the control unit that is inside the holder [50] is now exposed.

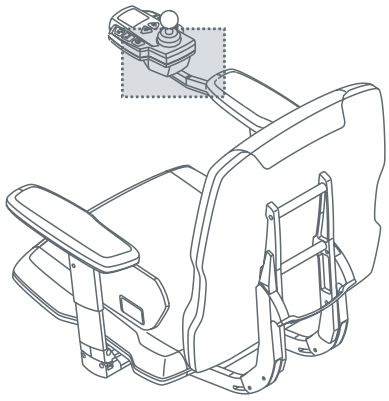


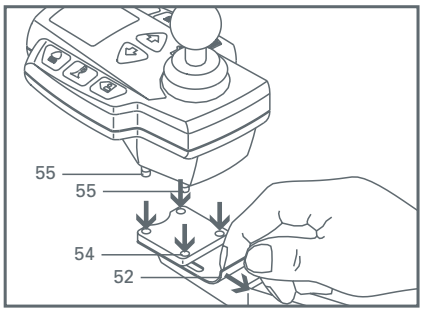
– Pull the locking device [52] underneath the control unit [53] backwards.

– Take the control unit [53] out of the receiver [54] and place it aside.



2.30 Fitting the control unit



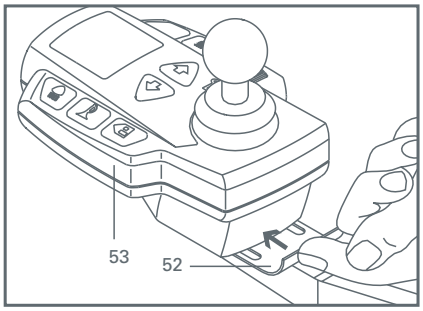


– Pull the locking device [52] backwards.

– Place the studs [55] on the control unit into the receiver [54] on the cantilever.

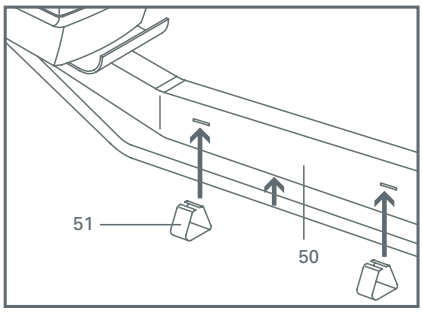
– Push the locking device [52] forwards.
The control unit [53] should now be firmly attached to the holder [50].

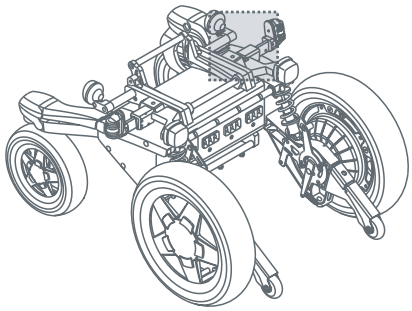
– Place the control unit cable into the groove underneath the holder [50].



– Push the clips [51] into their locations in the holder [50].

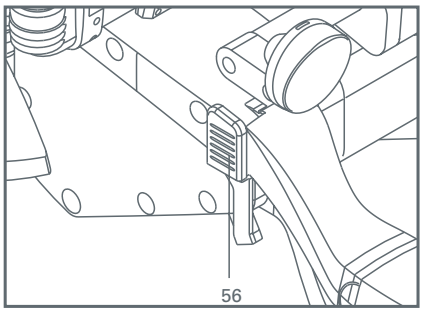
– Connect the control unit to the chassis (see chapter 2.10).





3.1 Electrical / manual operation

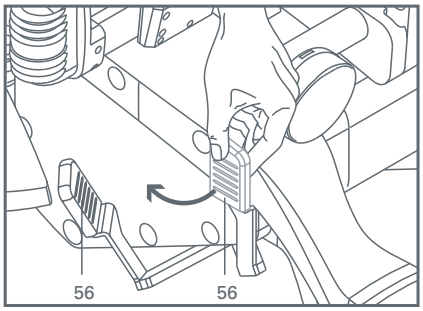
The lever [56] for mechanical activation / deactivation of the electromechanical brake is situated (depending on the model of **adventure**) on the left-hand or right-hand front side of the chassis.
When the electrical drive is switched off the **adventure** can be switched into manual operation by deactivating the brake.



Electrical operation
– If the lever [56] is up next to the chassis then electrical operation is activated on the **adventure**.
The two powered wheels can be addressed via the control unit.

!

During activated electrical operation the adventure may be parked on gradients (up or down) with a maximum inclination of 18 %.
The powered wheels are self-locking so that it is not necessary to apply an additional brake.



Manual operation
– To activate manual operation switch the **adventure** off and push the lever [56] away from the chassis.

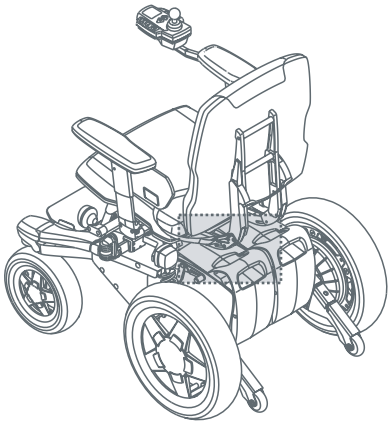
– In this setting the brakes are deactivated to allow an escorting person to push the vehicle.

!

In manual operation the adventure may only be parked on the level as the electromechanical brake is deactivated. In an emergency, the lever [56] can be pressed forwards with light pressure so that the brake is applied and the adventure immediately comes to a standstill.

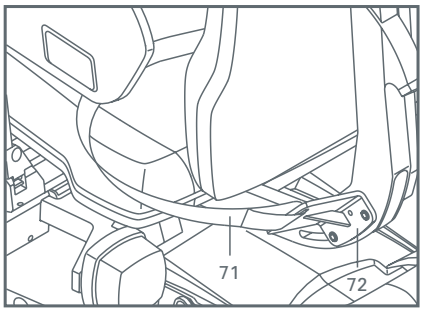
!

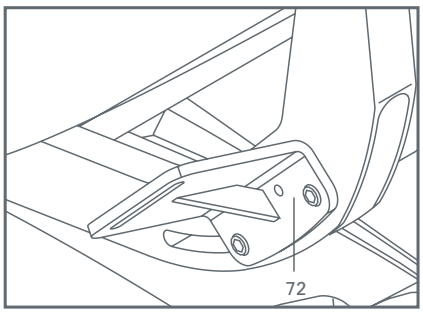
When electrical operation is switched on and the brake is deactivated (lever [56] pulled back) a warning signal is sounded. The brake symbol also flashes on the control unit display. In this setting the adventure is braked by the electrical drive and no movement is possible.



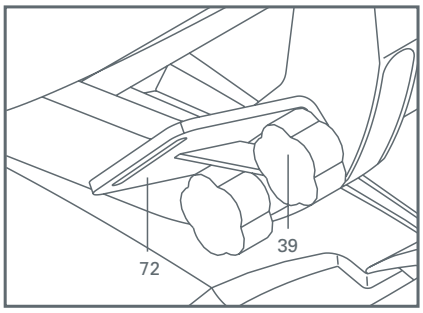
3.2 Lap belt (optional extra)

A lap belt [71] may be ordered from **alber** as an optional extra. It can be fitted subsequently to your **adventure** by your specialist dealer.

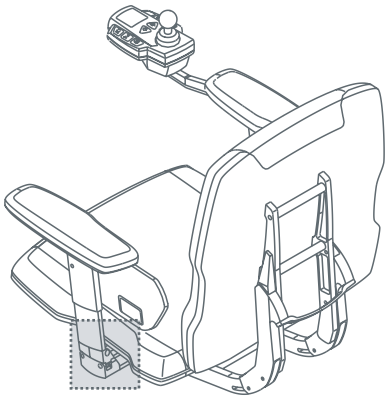




Function seat
The lap belt bracket [72] is permanently attached to the function seat.

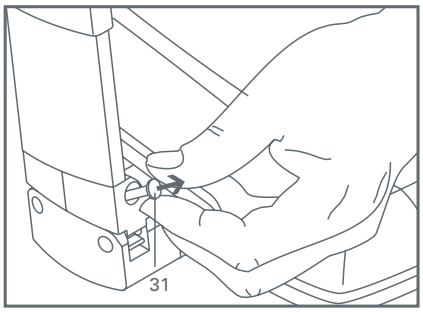


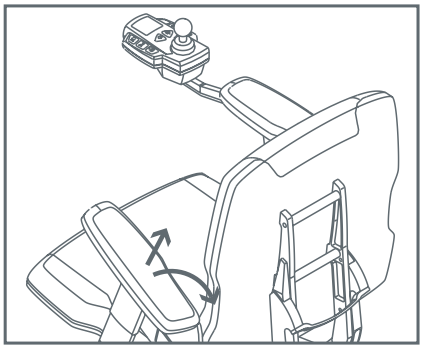
Standard seat
The lap belt bracket [72] is screwed to the backrest with star grips [39].
If the backrest is removed (chapter 2.22.2) and then re-attached (chapter 2.23.2), the lap belt bracket [72] must be taken off and re-attached again too.



3.3 Getting in and out

3.3.1 Function seat





Getting into the **adventure**

– Position the **adventure** as close as possible to your seat (if required, ask someone else to help you).

– Make sure that the **adventure** is switched off.

– Make sure that the **adventure** is in electrical operating mode (see chapter 3.1).

– Pull out the armrest lock [31] at the lower end of the armrest.

– At the same time, fold the armrest [32] back (the armrest may be left folded back on the **adventure** or it may be removed entirely).

– Slide onto your **adventure**.

– Fold the armrest [32] back to its original position (it will click into position automatically).

!

If the armrest [32] holding the control unit is to be removed entirely, then you must first pull out the control unit plug [21] (see chapter 2.10).
If you do not possess sufficient muscular strength to get in, then you should ask an escorting person for help. If possible use a board to slide across.

Getting out of the **adventure**

– Position the **adventure** as close as possible to your seat.

– Switch the **adventure** off.

– Switch the **adventure** into electrical operating mode (see chapter 3.1).

– Pull out the armrest lock [31] at the lower end of the armrest.

– At the same time, fold the armrest [32] back (the armrest may be left folded back on the **adventure** or it may be removed entirely).

– Get out of the **adventure**.

– Fold the armrest [32] back to its original position (it will click into position automatically).

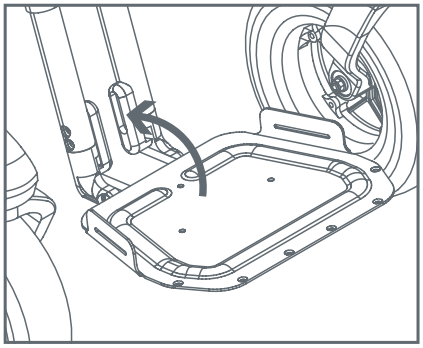
!

If the armrest [32] holding the control unit is to be removed entirely, then you must first pull out the control unit plug [21] (see chapter 2.10).
If you do not possess sufficient muscular strength to get out, then you should ask an escorting person for help. If possible use a board to slide across.

3.3.2 Standard seat

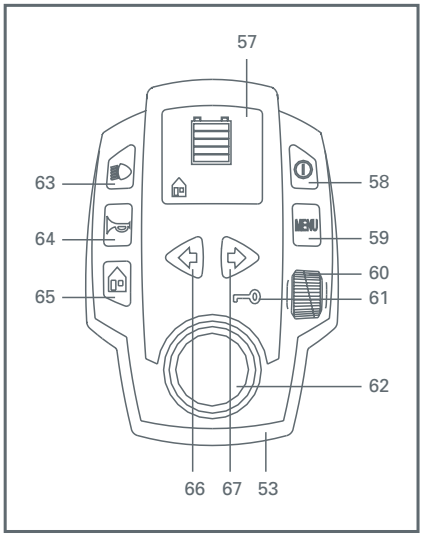
Getting in and out of your **adventure** is basically the same as described in chapter 3.3.1 above. On the standard seat, however, the armrest cannot be folded back, it must be removed entirely.
For details please read chapters 2.20.2 and 2.21.2.

3.4 Footrest information



When the **adventure** is pushed without occupant, the footrests must be folded up to make sure that mud guards and wheels do not scrape on them.

4.1 Individual elements of the control unit (overview)



All the functions of your **adventure** are executed centrally via the control unit [53], which has the following control elements:

– [57] Display

– [58] On / Off button

– [59] Menu control

– [60] Maximum speed pre-selection adjusting wheel

– [61] Drive away lock

– [62] Joystick

– [63] On / Off button for lights

– [64] Horn

– [65] Button to activate the operating modes

– [66] Button to activate direction indicator (left)

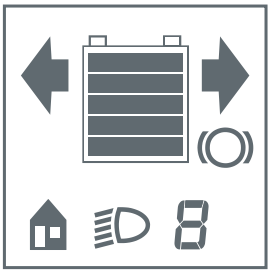
– [67] Button to activate direction indicator (right)

4.2 On / Off button

By pressing the On / Off button [58] you cause your **adventure** to become ready / not ready for operation.

4.3 Indicators on the display when switching on

When the **adventure** is switched on the display [57] is automatically activated and, in quick succession, the following two standard displays appear:



Standard display 1

Standard display 2

At the same time a system scan is carried out to check for potential errors, which if found, are indicated by visual and acoustic signals (see chapter 4.11).

If your **adventure** is ready for operation, the display switches over to operating display mode. Here the state of charge [68] of the battery and the selected operating mode (Indoor / Outdoor) [69] are always shown.
The bar in the battery charge symbol [68] indicates the following states of charge:

– 5 black bars: Battery capacity > 95 %

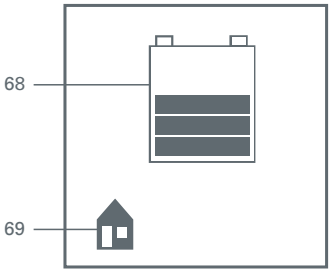
– 4 black bars: Battery capacity > 80 %

– 3 black bars: Battery capacity > 60 %

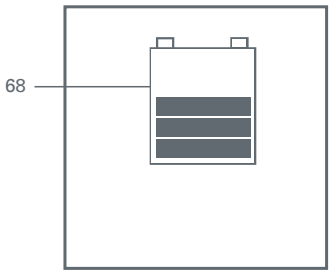
– 2 black bars: Battery capacity > 40 %

– 1 black bar: Battery capacity > 20 %
(Recharging is essential immediately)

– No black bar: The **adventure** will be switched off shortly as there is no power available any more.
Error code 2 is displayed.



Operating mode Indoor display



Operating mode Outdoor display

The background illumination on the display goes out 30 seconds after the **adventure** is switched on, however, the current operating status continues to be shown.

4.4 Menu setting

The menu control button is used to control and activate electrical seat adjustments, which may be attached. If no electrical seat adjustment motors are attached, then the button has no function.

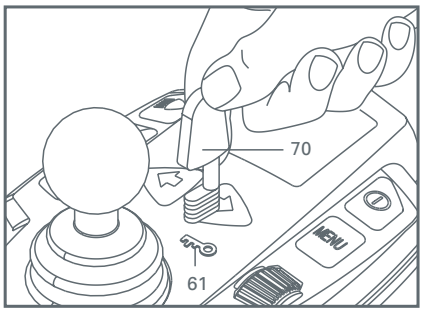
4.5 Speed pre-selection

With the infinitely variable adjusting wheel [60] you can pre-select any desired maximum speed that your **adventure** should attain when the joystick is at its fullest displacement. For your first trips with the **adventure** we recommend that you select low maximum speed settings to enable you to learn how the system works.

4.6 Drive away lock

The drive away lock [61] prevents the unintentional start up of the **adventure** and avoids it being used in an unauthorized manner; it is activated / deactivated using a magnetic key.

4.6.1 Activating the drive away lock



– Switch the **adventure** on.

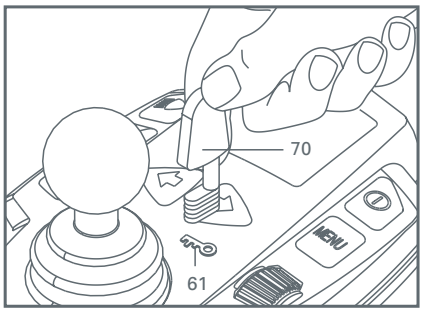
– Hold the magnetic key [70] against the symbol [61] on the control unit.

– The drive away lock is activated, the **adventure** switches off automatically.

– If the **adventure** is now switched on again the control unit is without any function, a warning indicator is shown on the display (see chapter 4.11).

– When drive away lock is activated only manual operation is possible.

4.6.2 Deactivating the drive away lock



– Switch the **adventure** on.

– Hold the magnetic key [70] against the symbol [61] on the control unit.

– The drive away lock is deactivated, the **adventure** can immediately be operated via the control unit.

4.7 Lighting

The front and rear lights of your **adventure** are switched on and off using the button [63].
A symbol is shown on the display when the lights are on.

4.8 Horn

By pressing the horn button [64] an audible signal is emitted which continues until the button is released again.

4.9 Operating modes

4.9.1 Factory settings

Your **adventure** can operate in two modes - Indoor and Outdoor mode.
There are different operating states behind these two modes which can be distinguished as follows:

Function	Indoor mode	Outdoor mode
Maximum speed forwards	60 % of the maximum attainable speed	100 % of the maximum attainable speed
Maximum speed backwards	3,0 km/h	3,0 km/h
Acceleration time		
Version 6 km/h	2,3 seconds	1,8 seconds
Version 10 km/h*	5,7 seconds	4,6 seconds
Version 12 km/h	6,3 seconds	5,1 seconds
Slow down time		
Version 6 km/h	2,8 seconds	2,3 seconds
Version 10 km/h*	6,9 seconds	5,7 seconds
Version 12 km/h	7,6 seconds	6,3 seconds
Turning speed		
Version 6 km/h	31 % of maximum speed	28 % of maximum speed
Version 10 km/h*	20 % of maximum speed	28 % of maximum speed
Version 12 km/h	16 % of maximum speed	15 % of maximum speed
Turning acceleration / slow down		
Version 6 km/h	0,04 seconds	0,08 seconds
Version 10 km/h*	0,03 seconds	0,08 seconds
Version 12 km/h	0,03 seconds	0,06 seconds
Horn	Active	Active
Braking onset	Time delayed by 30 seconds	Time delayed by 30 seconds
Self switch off time	1 hour	1 hour
Driving signal displacement joystick	100 %	100 %
Change of direction joystick	No change	No change

* Not available in the USA.

Please note the following interpretations:

- Maximum speed forwards: the maximum attainable speed when the joystick is at full displacement.
- Maximum speed backwards: the maximum attainable speed when the joystick is at full displacement
- Acceleration time: the time taken to accelerate from standstill or from the speed being travelled at to the pre-set maximum speed.
- Slow down time: the time taken for braking from the maximum speed to the desired speed or to a standstill.

– Turning speed: the maximum speed at which an arc of a circle or curve is travelled at.

– Turning acceleration / slow down: the time taken for acceleration or slowing down while moving round a bend.

– Horn: activation or deactivation of the audible signal.

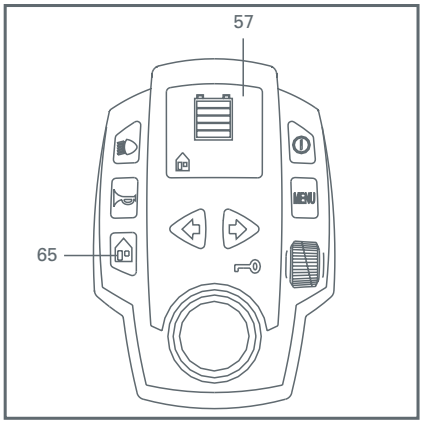
– Braking onset: the time between the last issuance of a driving command until the electromagnetic brakes are applied.

– Self switch off time: the time during which the **adventure** remains ready for use before it switches itself off (to save energy).

– Driving signal displacement joystick: the maximum joystick displacement required in order to give a driving command.

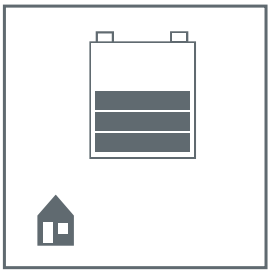
– Change of direction joystick: changing the direction of movement stored in the joystick.

All the above driving parameters can be adjusted to your individual requirements. Please contact your specialist dealer for this. He will be happy to advise you and to program the desired settings for you.

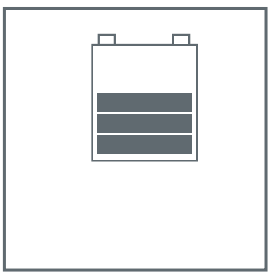


4.9.2 Selection of the desired driving mode

Indoor or Outdoor mode is activated by pressing the button [65]. A visual control indicator is shown on the display [57].



Display shows:
Indoor mode activated („House“ visible)



Outdoor mode activated („House“ not visible)

4.10 Direction indicators and hazard warning lights

By pressing the button [66] you turn on the left direction indicator, by pressing the button [67] you turn on the one to the right. Pressing the respective button again turns the indicator off.
If both buttons ([66] and [67]) are pressed simultaneously, you will turn on the hazard warning lights. To turn them off, simply press one of the two buttons [66] or [67].
Activating them results in a corresponding indication on the display.

4.11 Fault indications on the display

Prior to driving your **adventure** you should carry out a functional check on it.
Check that all components are properly tight, that the steering wheels move freely and test the brakes on level ground. The batteries should also be fully charged.

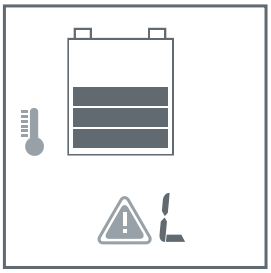
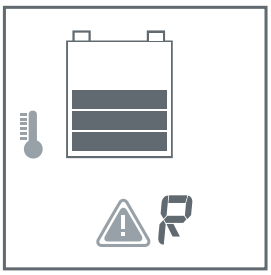
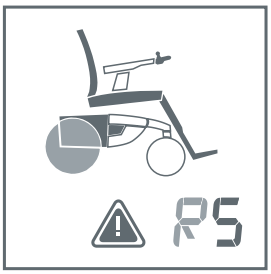
Faults that may occur on your **adventure** are indicated on the display of the control unit. The following indications are possible:

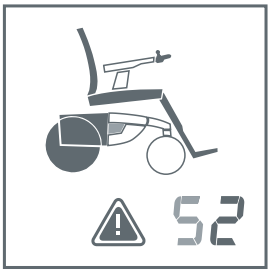
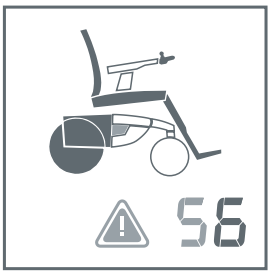
	Display indication (letters flash)	**Fault description**	**What to do**
	Control unit symbol flashes Exclamation mark lit up Code 0	Hardware fault on control unit	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Exclamation mark flashes Code 1	EEPROM faulty or wrongly coded	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Exclamation mark lit up Code 2	Batterie voltage range error	1. Battery defective. Check where 2 batteries are involved by inserting separately in central position. Check/replace defective fuse on battery or replace complete battery. 2. Battery fully charged. Overvoltage error when driving uphill. Remedy approx. 0,5 km uphill! 3. Battery flat! Charge storage batteries

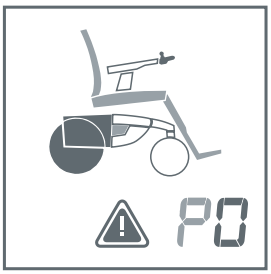
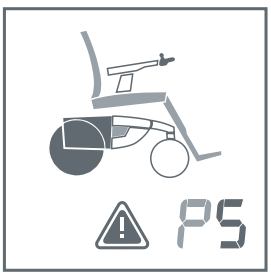
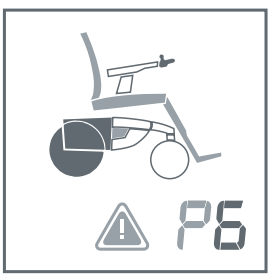
	Drive symbol flashes Exclamation mark lit up Code 3	Uneven drive coding	Fit power-assisted wheels with identical speed values on both sides
	Drive symbol flashes Exclamation mark lit up Letter »L« flashes Code L4	No communication with „left" drive	Switch wheels. Contact your specialist dealer or the **alber** Service Center if the error code continues to be displayed
	Drive symbol flashes Exclamation mark lit up Letter »R« flashes Code R4	No communication with „right" drive	Switch wheels. Contact your specialist dealer or the **alber** Service Center if the error code continues to be displayed
	Interface symbol flashes Exclamation mark lit up Letter »S« flashes Code S4	No communication with interface	Contact your specialist dealer or the **alber** Service Center
	Interface symbol flashes Exclamation mark symbol flashes Letter »P« flashes Code P4	No communication with peripheral module	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Exclamation mark lit up Code 5	Joystick fault on control unit	Contact your specialist dealer or the **alber** Service Center

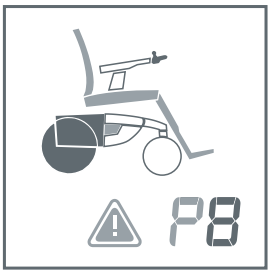
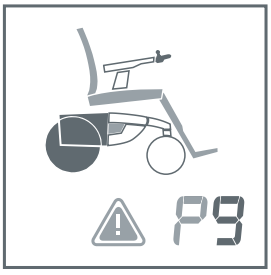
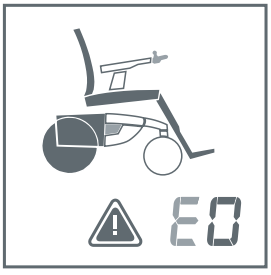
	Battery symbol flashes Exclamation mark flashes Code 6	Battery configuration error and/or detection faulty (L6 = left battery pack R6 = right battery pack) Contact your specialist supplier or the **alber** Service Center if the error conde continues to be displayed	1. Driving with 1 battery pack: battery not inserted in central position! 2. Driving with 2 battery packs: - one battery set defective - battery fuse (40A) defective - battery detection in interface defective Rapid error diagnosis by inserting the batteries consecutively in the middle position!
	Control unit symbol flashes Interface symbol flashes Exclamation mark lit up Code 7	No communication with special control	Driving with control unit possible after reactivation on control panel! Contact your specialist dealer or the **alber** Service Center if the error code continues to be displayed
	Control unit symbol flashes Drive symbol flashes Exclamation mark lit up Code 8	Drive unit not compatible with control unit	Fit power-assisted wheels permitted for top speed limit
	Control unit symbol flashes Exclamation mark symbol lit up Code 9	CPU fault on control unit	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Exclamation mark symbol lit up Code 10	RAM error on control unit	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Exclamation mark symbol lit up Code 11	ROM horizontal parity error on control unit	Contact your specialist dealer or the **alber** Service Center

	Drive symbol flashes Exclamation mark lit up Letter »L« flashes Code L0	„Left“ drive hardware/ system error	Contact your specialist dealer or the **alber** Service Center
	Drive symbol flashes Exclamation mark lit up Letter »R« flashes Code R0	„Right“ drive hardware/ system error	Contact your specialist dealer or the **alber** Service Center
	Drive symbol flashes Temperature symbol lit up Exclamation mark lit up Letter »L« flashes Code L1	„Left“ drive overload switch-off	Brief overloading de-activates temperature! System is operationally ready again after deactivation and reactivation
	Drive symbol flashes Temperature symbol lit up Exclamation mark lit up Letter »R« flashes Code R1	„Right“ drive overload switch-off	Brief overloading de-activates temperature! System is operationally ready again after deactivation and reactivation
	Drive symbol flashes Exclamation mark lit up Letter »L« flashes Code L2	„Left“ drive battery voltage range error	Switch wheels. Contact your specialist dealer or the **alber** Service Center if the error code continues to be displayed
	Drive symbol flashes Exclamation mark lit up Letter »R« flashes Code R2	„Right“ drive battery voltage range error	Switch wheels. Contact your specialist dealer or the **alber** Service Center if the error code continues to be displayed

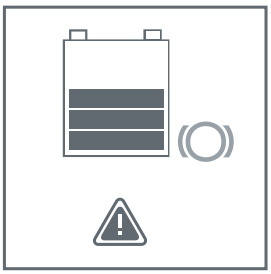
	Drive symbol flashes Temperature symbol lit up Exclamation mark lit up Letter »L« flashes Code L3	„Left“ drive operating temperature switch-off	Drive overheating deactivates temperature! Allow system to cool! (Cooling period depends on ambient temperature!)
	Drive symbol flashes Temperature symbol lit up Exclamation mark lit up Letter »R« flashes Code R3	„Right“ drive operating temperature switch-off	Drive overheating deactivates temperature! Allow system to cool! (Cooling period depends on ambient temperature!)
	Temperature symbol flashes Exclamation mark flashes Battery capacity display lit up Code L	„Left“ drive operating temperature warning	Drive overheating warning! Reduce load, otherwise temp. system shutdown with error L3/R3!
	Temperature symbol flashes Exclamation mark flashes Battery capacity display lit up Code R	„Right“ drive operating temperature warning	Drive overheating warning! Reduce load, otherwise temp. system shutdown with error L3/R3!
	Drive symbol flashes Exclamation mark symbol lit up Letter »L« flashes Code L5	Wheel code/“Left“ electronic drive error	Contact your specialist dealer or the **alber** Service Center
	Drive symbol flashes Exclamation mark symbol lit up Letter »R« flashes Code R5	Wheel code/“Right“ electronic drive error	Contact your specialist dealer or the **alber** Service Center

	Interface symbol flashes Exclamation mark lit up Letter »S« flashes Code S0	Hardware fault at the interface	Contact your specialist dealer or the **alber** Service Center
	Interface symbol flashes Exclamation mark symbol lit up Letter »S« flashes Code S1	CPU fault on interface	Contact your specialist dealer or the **alber** Service Center
	Interface symbol flashes Exclamation mark symbol lit up Letter »S« flashes Code S2	RAM error on interface	Contact your specialist dealer or the **alber** Service Center
	Interface symbol flashes Exclamation mark symbol lit up Letter »S« flashes Code S3	ROM horizontal parity error on interface	Contact your specialist dealer or the **alber** Service Center
	Interface symbol flashes Exclamation mark symbol flashes Letter »S« flashes Code S5	»Left« indicator light defective	Defective indicator light (change bulb) Contact your specialist dealer or the **alber** Service Center if the fault cannot be remedied in this manner
	Interface symbol flashes Exclamation mark symbol flashes Letter »S« flashes Code S6	»Right« indicator light defective	Defective indicator light (change bulb) Contact your specialist dealer or the **alber** Service Center if the fault cannot be remedied in this manner

	Complete seat unit* flashes Interface symbol flashes Exclamation mark symbol lit up Letter »P« flashes Code P0	Hardware fault on peripheral module (different drive and/or relay actuation)	Contact your specialist dealer or the **alber** Service Center
	Complete seat unit* flashes Interface symbol flashes Exclamation mark symbol illuminates Code P1	CPU fault on peripheral module	Contact your specialist dealer or the **alber** Service Center
	Complete seat unit* flashes Interface symbol flashes Exclamation mark symbol lit up Code P2	RAM error on peripheral module	Contact your specialist dealer or the **alber** Service Center
	Complete seat unit* flashes Interface symbol flashes Exclamation mark symbol lit up Code P3	ROM horizontal parity error on peripheral module	Contact your specialist dealer or the **alber** Service Center
	Complete seat unit* flashes Interface symbol flashes Exclamation mark symbol lit up Letter »P« flashes Code P5	Erroneous potentiometer position feedback signal (only applies to drives with feedback signal)	Contact your specialist dealer or the **alber** Service Center
	Complete seat unit* flashes Interface symbol flashes Exclamation mark symbol flashes Letter »P« flashes Code P6	Multiple occupancy of »left« and/or »right« indicator key function	Contact your specialist dealer or the **alber** Service Center

	Complete seat unit* flashes Interface symbol flashes Exclamation mark symbol flashes Letter »P« flashes Code P7	Multiple occupancy of »decelerate« and/or »accelerate« indicator key function	Contact your specialist dealer or the **alber** Service Center
	Complete seat unit* flashes Interface symbol flashes Exclamation mark symbol flashes Letter »P« flashes Code P8	No counter-function to »left« and/or »right« indicator key function exists	Contact your specialist dealer or the **alber** Service Center
	Complete seat unit* flashes Interface symbol flashes Exclamation mark symbol flashes Letter »P« flashes Code P9	No counter-function to »decelerate« and/or »accelerate« indicator key function exists	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Interface symbol flashes Exclamation mark symbol lit up Letter »E« flashes Code E0	Hardware fault on special control	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Interface symbol flashes Exclamation mark symbol lit up Letter »E« flashes Code E1	CPU fault on special control	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Interface symbol flashes Exclamation mark symbol lit up Letter »E« flashes Code E2	RAM error on special control	Contact your specialist dealer or the **alber** Service Center

	Control unit symbol flashes Interface symbol flashes Exclamation mark symbol lit up Letter »E« flashes Code E3	ROM horizontal parity error on special control	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Interface symbol flashes Exclamation mark symbol lit up Letter »E« flashes Code E4	Joystick fault on special control	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Interface symbol flashes Exclamation mark symbol lit up Letter »E« flashes Code E5	Internally-defined error on special control	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Interface symbol flashes Exclamation mark symbol flashes Letter »E« flashes Code E6	Internally-defined warning 1 on special control	Contact your specialist dealer or the **alber** Service Center
	Control unit symbol flashes Interface symbol flashes Exclamation mark symbol flashes Letter »E« flashes Code E7	Internally-defined warning 2 on special control	Contact your specialist dealer or the **alber** Service Center
	Letter »E« flashes Exclamation mark symbol flashes Code E	Special control not functioning	Contact your specialist dealer or the **alber** Service Center



Brake symbol flashes Battery capacity dislay lit up Exclamation mark lit up	Left and right brake manually vented (L = left brake only, R = right brake only)	Move braker lever to driving position! Additional L or R display indicates actuating pin jammed in wheel ejector or drive 1. Remove wheels, check actuating pin and Bowden cable in wheel ejector 2. Switch wheels from left to right (indicates which actuating pin may be jammed in drive

Entire wheelchair symbol flashes Exclamation mark lit up	Parking brake active	Deactivate with magnetic key on control unit key symbol!

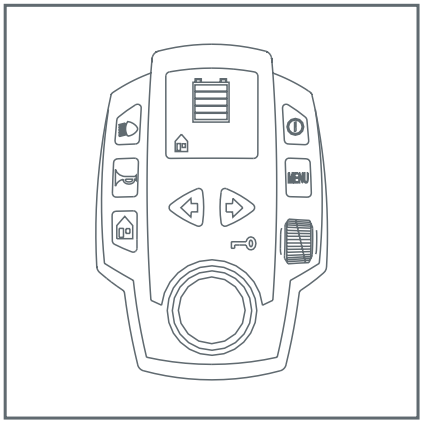
!

The complete seat unit specified in the **"Display indication"** column consists of the **backrest**, **seat** and **leg support**. These 3 symbols should flash together in the event of Code "P" faults occurring.

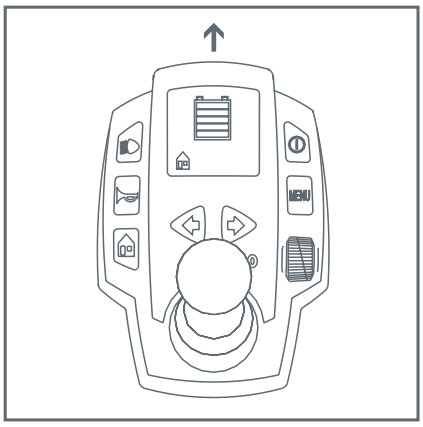
4.12 Joystick steering

The function of the joystick on your **adventure** may best be described as a fictitious combination of the steering wheel, gear change and accelerator of a motor car. That means that all control commands from the driver of the **adventure** are transmitted to the two powered wheels via the joystick. In this respect driving the **adventure** takes a bit of getting used to and should initially, for the first few driving hours, take place exclusively at the lowest speed and on open ground.

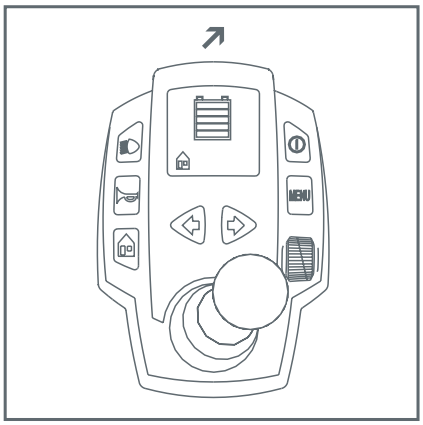
Driving behaviour (as seen by the driver)



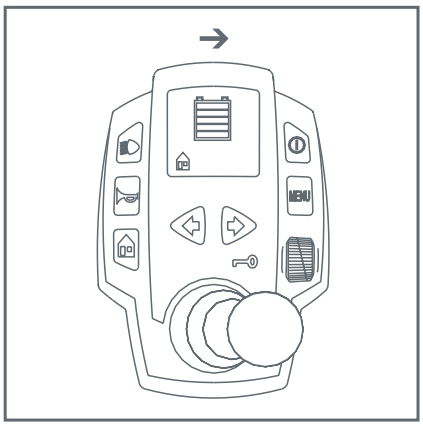
Standstill



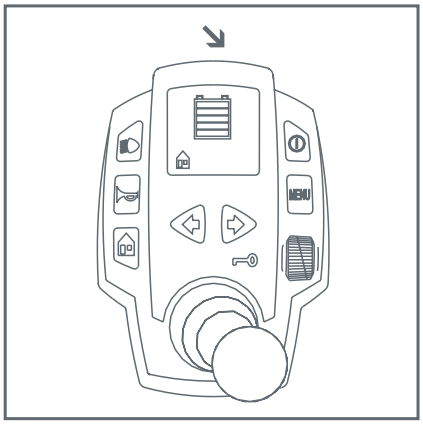
The **adventure** travels forwards in a straight line



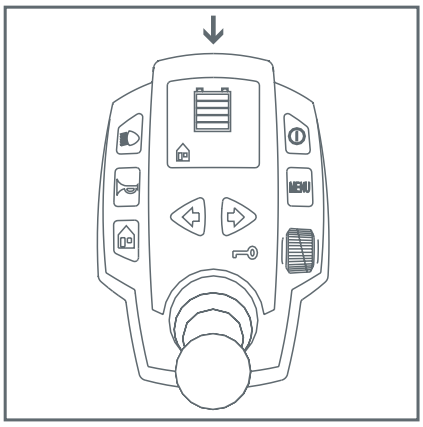
In travelling forwards, the **adventure** describes a bend to the right. The radius of the curve depends on the displacement of the joystick.



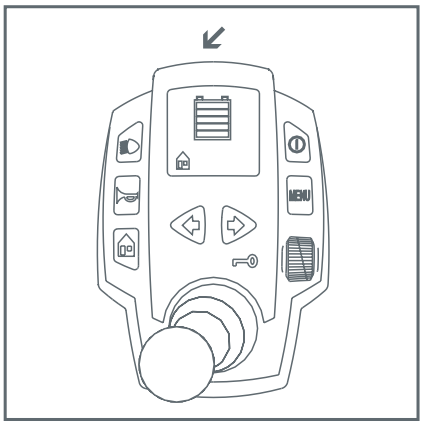
The **adventure** turns to the right on the spot



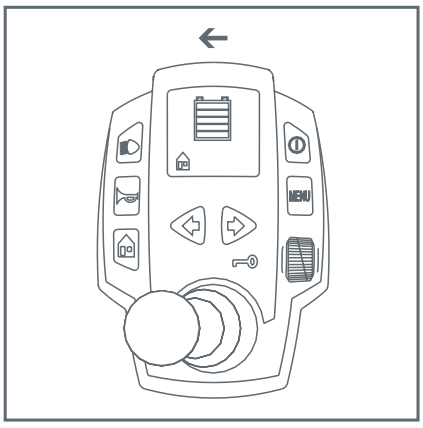
In travelling backwards, the **adventure** describes a bend to the left. The radius of the curve depends on the displacement of the joystick.



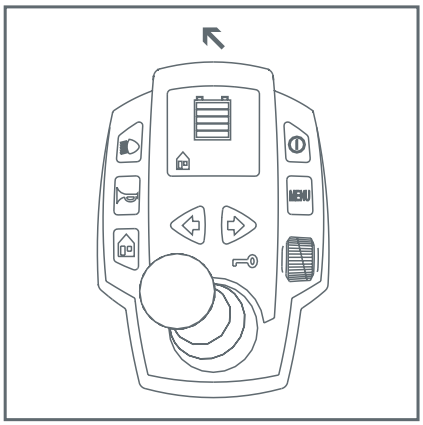
The **adventure** travels backwards in a straight line



In travelling backwards, the **adventure** describes a bend to the right. The radius of the curve depends on the displacement of the joystick.



The **adventure** turns to the left on the spot



In travelling forwards, the **adventure** describes a bend to the left. The radius of the curve depends on the displacement of the joystick.

The centre position of the joystick is functionless, i.e. the wheels stand still and are simultaneously blocked by the internal brakes. Despite that the **adventure** should not be parked on slopes (up or down) with a gradient of more than 18 %.

The joystick works just like the accelerator on a motor car. The speed may be varied at will between the joystick's initial position (standstill) and its full displacement (maximum speed).

!

Please be sure to observe the instructions in the following chapters with regard to your first driving efforts.

5 Instructions for driving

5.1 Driver safety

The safety and welfare of the driver are of prime importance. Consequently it is absolutely vital to learn the driving properties of the **adventure**.

Your specialist dealer for medical equipment or the **alber** district manager are there to support you during the free guarantee instruction briefing.

5.2 First driving tests

These should ideally take place under conditions where there is plenty of room, as the inexperienced driver seems to have a tendency to collide with furniture and other household equipment. It is therefore recommended that you practise in the open, for example in a yard, a car park or similar space.

Start the **adventure** with its lowest speed setting (see chapter 4.5) and learn its driving characteristics under those conditions.

Set yourself some simple driving tasks and carry them out rigorously in a self-developed training programme.

It is impossible to force driving success, but it comes automatically after a certain amount of training.

Driving training pays off in a very short time. Your steering movements with the joystick become more assured and your driving more precise.

Increase the speed only very gradually. Indoors it is recommended that you maintain a low driving speed in any case.

5.3 Instructions for driving the adventure

To start up never press the joystick right over to its full displacement. Particularly if the maximum speed has been pre-set, it could lead to movements of the vehicle which the driver finds uncontrollable and there is a risk of accidents.

Always move the joystick gently and without jerking.

Avoid jerking the joystick over to its maximum displacement, in particular in situations of potential danger that you wish to get out of the way of. As a precaution, brake the **adventure** until it comes to a standstill.

When the joystick is released your **adventure** is braked. If it is necessary to brake in an emergency (immediate standstill), press the joystick briefly in the opposite direction to the one being travelled in and let it go.

Never drive parallel to steep slopes or similar terrain. A possible unintentional shift in the centre of mass of the **adventure** could result in it tipping sideways.

When driving close to steeply sloping kerbs or similar, steer a little against them.

Never cross minor obstructions such as kerbs by driving in parallel to them. Instead take such obstructions at right angles. This means that both wheels cross the obstruction at the same time and not one after the other. Always use a low speed, appropriate to the obstruction.

Check the air pressure in the tyres at regular intervals. It influences both the driving characteristics and the range of the **adventure**.

When crossing larger obstructions it is essential to have the support of an escorting person as there is a greater danger of tipping up.

When driving on public roads the regulations of the Road Traffic Act must be observed. Your **adventure** is technically fitted out with the prescribed equipment.

Replace tyres with worn treads or that are damaged promptly. Your specialist medical dealer or one of the **alber** representatives will be happy to assist you in this.

The transfer to or from a wheelchair requires a lot of physical strength. If necessary, allow someone to help you do this.

Prior to undertaking the transfer, switch the **adventure** off. That will avoid any unintentional movements through accidental contact with the control unit. You should also make sure that the parking brakes are activated (see chapter 3.1 „Switching from electrical to manual operation"), to prevent the wheelchair rolling away accidentally.

When driving in confined spaces watch your lower arms. If the driveway is very narrow there is a risk of injury.

Adjust your speed accordingly when going round bends. Avoid driving around sharp bends at maximum speed, particularly when the ground is also sloping. There is a risk that the **adventure** will topple over.

Avoid driving on very smooth surfaces and roads. There is a greater risk of accidents here.

To avoid crushing your limbs you must not place them within the range of movement of adjusting devices (handles, leg supports, etc.), while you are touching them.

When carrying items make sure that they do not interfere with the functional areas of the **adventure**. Therefore do not hang bags on the sides of the **adventure** (they could accidentally get into the wheels), or on the joystick controller (risk of unintentional acceleration or braking).

Adjust your speed to your strength. Sudden braking or fast driving around bends demand a corresponding amount of effort from the driver to hold himself / herself in place.

If possible, do not drive alone or in areas where there are no other people, so that in case of a fault or a medical emergency it is always possible to get help.

In manual operation mode (deactivated electromagnetic brake and vehicle switched off), with an escorting person, you do not have access to a handbrake. In this mode, therefore, the **adventure** must only be placed on level ground.

Activate electrical operation mode (fold the lever [56] towards the chassis, see chapter 3.1) without switching the **adventure** on. In this mode of operation an accidental rolling away is prevented by the de-energised, self-locking powered wheels.

For special driving conditions such as surmounting steep gradients, obstructions or under poor road conditions call on an escorting person to help you.

Under no circumstances must you overload your **adventure** beyond its permitted overall weight or additional weight.

Particularly on sloping ground, brake your **adventure** gently and not jerkily. There is a greater risk of accidents here.

Should you drive downhill with fully charged batty pack, for safety reasons, the control electronics of your **adventure** wheelchair reduce the maximum speed automatically to 2 km/h. An acoustic signal repeated 5 times plus battery symbol flashes in the control unit display provide you with information on this operating state. After negotiating the incline, the regular operating state is automatically re-established. Immediately after charging the batteries, this operating state can also arise for a short time when driving on level ground.

Avoid driving backwards on slopes. There is a risk of turning over, particularly when braking jerkily.

Never cover the signal and lighting equipment with clothing, bags or similar items

When an **adventure** is ordered its suspension is adjusted to the body weight you specify.
Therefore if there is a large gain or loss in weight you should get your specialist dealer to readjust the chassis suspension. Without a readjustment, if the user gains a large amount of weight, there is a danger that the chassis may be damaged; if there is a large loss in weight the user's personal comfort during driving is reduced.

5.4 Dangerous ground and dangerous situations

Taking into account his driving skills and physical abilities, the **adventure** driver decides for himself which routes he will travel.
Prior to setting off he must check the **adventure** for worn or damaged tyres, as well as the state of charge of the batteries and the proper functioning of the direction indicators.

These safety checks, as well as the requisite personal driving skills, are particularly important near the following dangerous ground, which should only be tackled at the discretion of the **adventure** driver:

– Quay walls, landing and berthing points, paths and places close to water, unsecured bridges and dikes

– Narrow paths, sloping ground (e.g. ramps and driveways), narrow paths beside inclines, mountain routes

– Narrow and / or sloping paths close to main arterial roads or close to chasms

– Leaf- and snow-covered or icy driving routes

– Ramps and lifting equipment on vehicles.

!

Slopes with a maximum gradient of 18 % can be driven on with the adventure without the assistance of an escorting person. However, important prerequisites are faultless tyre treads, correct tyre air pressure, a completely safe terrain and a maximum load of 140 kg.
Slopes with a maximum gradient in excess of 18 % must only be driven on with the adventure with the assistance of an escorting person. Here too essential prerequisites are faultless tyre treads, correct air pressure in all tyres, a completely safe terrain and a maximum load of 140 kg.
An escorting person is also necessary for crossing

– Kerbs with a gradient in excess of 15 %

– Obstructions of all kinds on sloping ground

as there is a greater risk of tipping over in these cases.

Particular care should always be taken when crossing main arterial roads, cross roads and level crossings. Never cross rail tracks in the road or at level crossings by driving in parallel to them as the wheels could get wedged in. If possible always ask some person to escort you who can push you over the road or level crossing in the event that you get stuck (e.g. due to the batteries being empty).

Great care should be taken in driving on ramps attached to vehicles. During the lifting or lowering procedure the adventure must be switched off and the freewheel operation deactivated. This prevents the adventure rolling away, e.g. through unintentionally issued driving commands; and if required, an escorting person should be asked to stand by.

When it is wet the tyres have less grip on the road surface; there is a greater risk of slipping. Please adjust your driving style accordingly.

5.5 Range

One of the most pressing questions asked by every user of the **adventure** is what the range of the system is.

In general, it can be stated that it will be up to 45 km when both battery-packs are in operation and up to 20 km when only one is in use.

These are ideal figures and relate to travel on level, made-up ground. Deviations from these figures result from topographical conditions, the ambient temperature, the surface being driven on, tyre pressure and weight of the driver.

5.6 Intended use

The **adventure** wheelchair is exclusively intended for transporting disabled persons. Do not attach components other than those authorized by Alber to the wheelchair. Before putting the **adventure** wheelchair into operation:

– Observe the information, instructions and recommendations contained in this manual.
– Do not use the wheelchair prior to receiving instructions from a person familiar with its use.
– Ensure that neither the user nor third party have made technical modifications.

A person familiar with its use is regarded as a person who has been instructed in the techniques of the **adventure** and is aware of the tasks involved and possible risks that may occur due to incorrect handling. In most cases, this is the actual driver of the **adventure**.

Your authorized dealer or **alber** personnel will instruct you accordingly.

Do not use the **W** wheelchair without receiving the necessary instructions from professional, qualified persons.

Do not use the **adventure** wheelchair for purposes other than those intended. This applies in particular to the transportation of all types of large objects or additional persons.

Do not attempt to drive onto escalators and travelators with the **adventure**.

Do not equip the **adventure** with accessories other than those authorized by **alber**.

Should this wheelchair be used contrary to the instructions and recommendations contained in this manual or exceed the technical limits defined in same, **alber** shall regard this as misuse of the wheelchair.

alber declines all responsibility for damage resulting from misuse.

5.7 Storage, transport, shipping

5.7.1 Storage

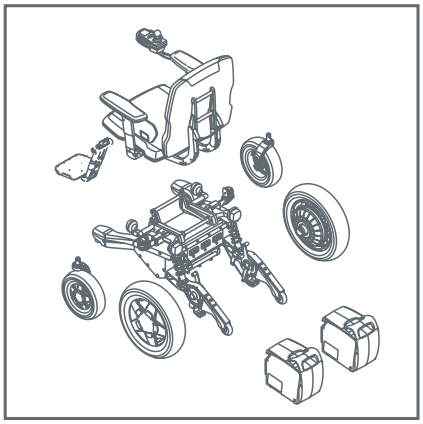
If your **adventure** is not going to be used for a longer period of time, then the vehicle and especially the batteries, must be stored in a dry place, ideally at a room temperature of +15 °C to 25 °C.

In a case where the vehicle is just being stored and not used at all, the batteries should be connected to the automatic mains charger supplied by **alber** every two months and fully charged. This ensures that the **adventure** will be completely functional even after a longer period of storage.

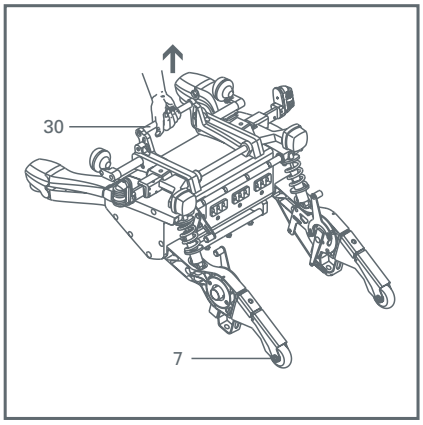
The batteries are dry cells that will not leak if handled correctly. They are maintenance free, apart from the above need to charge them. The batteries should preferably be stored standing upright (as when they are installed in the **adventure**).

For further details about batteries please see chapter 1.3.

5.7.2 Transport



As already mentioned in previous chapters, your **adventure** may be dismantled into several components. No special tools are required for this.



In order to transport the chassis it can be lifted by the holder stay [30] and may then be pulled or pushed along on the anti-tipper [7] wheels.

6 Care and maintenance

6.1 Cleaning

- All upholstery on the **adventure** can be cleaned with water.
- Plastic parts can be cleaned with commercially available, non-aggressive detergents.
- In its assembled sate, the chassis and wheels can be cleaned using a garden hose.
- Removed wheels must only be cleaned with a damp (not wet) cloth.
- The holders for the powered and steering wheels must always be free of dirt. Cleaning must be carried out exclusively with a dry cloth.
- Steam or high-pressure cleaning devices must not be used.
- Use only household cleaning agents diluted in water - under no circumstances must benzene or similar solvents be used.

6.2 Maintenance

Your **adventure** wheelchair requires a minimum of maintenance.
Nevertheless, we recommend checking regularly that all parts and accessories are securely fixed. In order to ensure that your **adventure** wheelchair is safe to drive and functioning correctly, it should undergo a technical inspection every 2 years at the latest. In particular, damage that has occurred during use that is not visible to the naked eye as well as wear and fatigue can thus be detected.
For this purpose, contact directly your authorized **alber** dealer.

7 Service life guarantee and liability

7.1 Service life guarantee

The service life guarantee period for the **adventure** is 24 months (for batteries 12 months) and begins the day that the vehicle is handed over to the purchaser.

Excluded from the service life guarantee are:

- Parts subject to wear.
- Maintenance work arising from daily use.
- Faults resulting from natural wear and incorrect usage, in particular not observing the operating instructions.
- Accidents, negligent damage, fire, water damage, acts of god and other causes beyond the control of **alber**.
- Checking the device and finding no defects.
- Devices whose serial number has been changed, disfigured or removed.

The operating noise of the drive motors may increase slightly on completion of the running-in period. This is not the result of wear on mechanical components and therefore, is not included in the durability guarantee.

In particular the General Standard Terms and Conditions of Ulrich Alber GmbH apply.

7.2 Liability

Ulrich Alber GmbH cannot guarantee the safety and full operability of the **adventure** wheelchair, if

- the **adventure** has been handled improperly
- the **adventure** is not maintained every two years by an authorised specialist dealer or Ulrich Alber GmbH
- the **adventure** is used in contravention of the instructions contained in this operating manual
- repairs or other tasks are carried out by anyone other than authorised persons
- foreign parts are attached to or combined with the **adventure**
- parts of the **adventure** are dismantled or converted

and therefore, is not responsible for damage that may occur.

A

Armrest, fitting 29
Armrest, swivelling or removing 28

B

Backrest cushion, fitting 34
Backrest cushion, removing 33
Backrest, fitting 32
Backrest, folding down 33
Backrest, removing 30
Batteries, general information 11
Batteries, installing 13
Batteries, removing 12
Battery charger 10
Battery charging 21

C

Cleaning 66
Control unit, connecting or disconnecting 20
Control unit, fitting 37
Control unit, individual elements 42
Control unit, removing 36

D

Dangerous ground 62
Dimensions of **adventure** 6, 10
Direction indicator light bulb, replacing 22
Direction indicators 47
Display indicators when switching on 42
Display, fault indications 47
Drive away lock 44
Driver safety 60
Driving 38
Driving instructions 60
Driving mode selection 46

E

Electrical operation 38

F

Factory settings 45
Fault indications on the display 47
First driving tests 60
Footrests, folding up 20
Front light bulb, replacing 22
Fuse in the battery, replacing 24
Fuse in the chassis, replacing 24

G

Getting in and out 40

H

Horn 44

I

Individual functions 12
Indoor mode 46
Interface 25

J

Joystick steering 56

L

Lap belt 39
Leg support, fitting 19
Leg support, removing 18
Liability 67
Lighting 44

M

Maintenance 66
Manual operation 38
Menu setting 43

O

On / Off button 42
Operating modes 45
Optional parts 8
Outdoor mode 46

P

Packing volume 6, 7
Powered wheels, fitting 15
Powered wheels, removing 14

R

Range 63
Rear light bulb, replacing 23

S

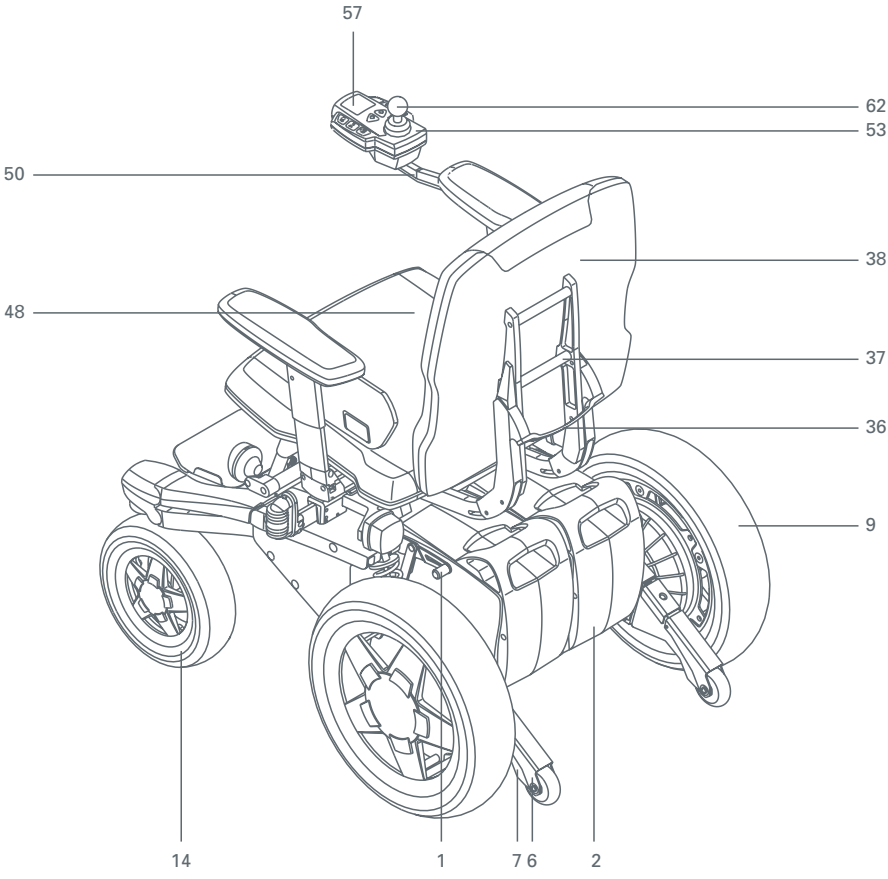
Safety instructions 5
Seat cushion, fitting 35
Seat cushion, removing 35
Seat, folding down or removing 26
Seating unit, fitting 27
Service life guarantee 67
Shipping 66
Speed pre-selection 43
Standard delivery schedule 8
Starting up 42
Steering wheels, fitting 17
Steering wheels, removing 17
Storage 65

T

Technical data 9
Transport 65

W

Warning lights 47
Weight of individual components 9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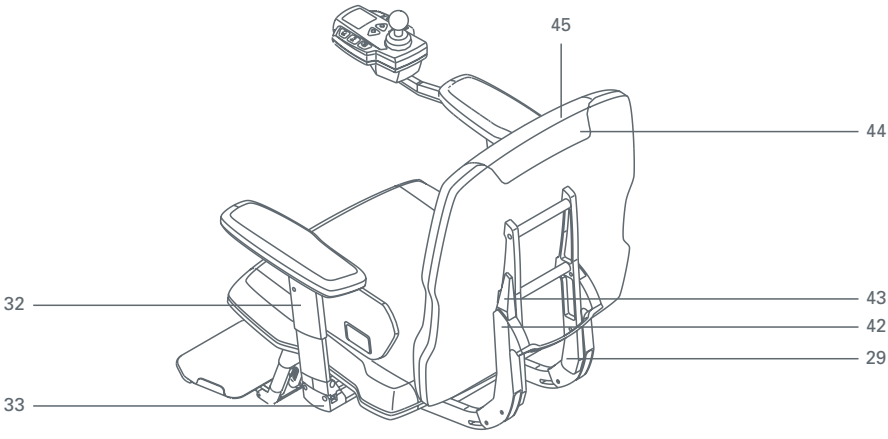
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43
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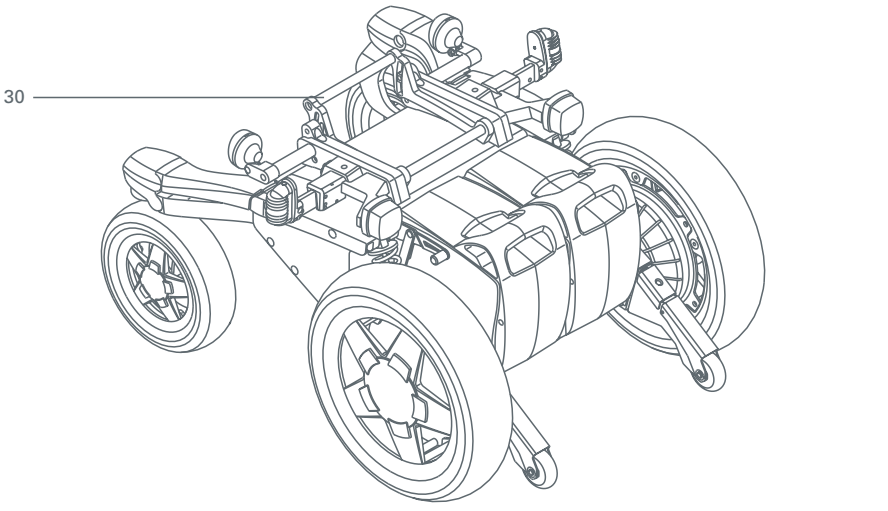
30

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